



“Orgalorg”
1025-198
Final Board

Date 09/18/14

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board
- ☒ Design Board 09/18/14
- ☒ Final Board

Adventure Time Created by
Pendleton Ward

Supervising Director
Adam Muto

Storyboard by
Graham Falk

Animation Studio
SAEROM

OCT 09 2014

Start

ADVENTURE TIME



Cut

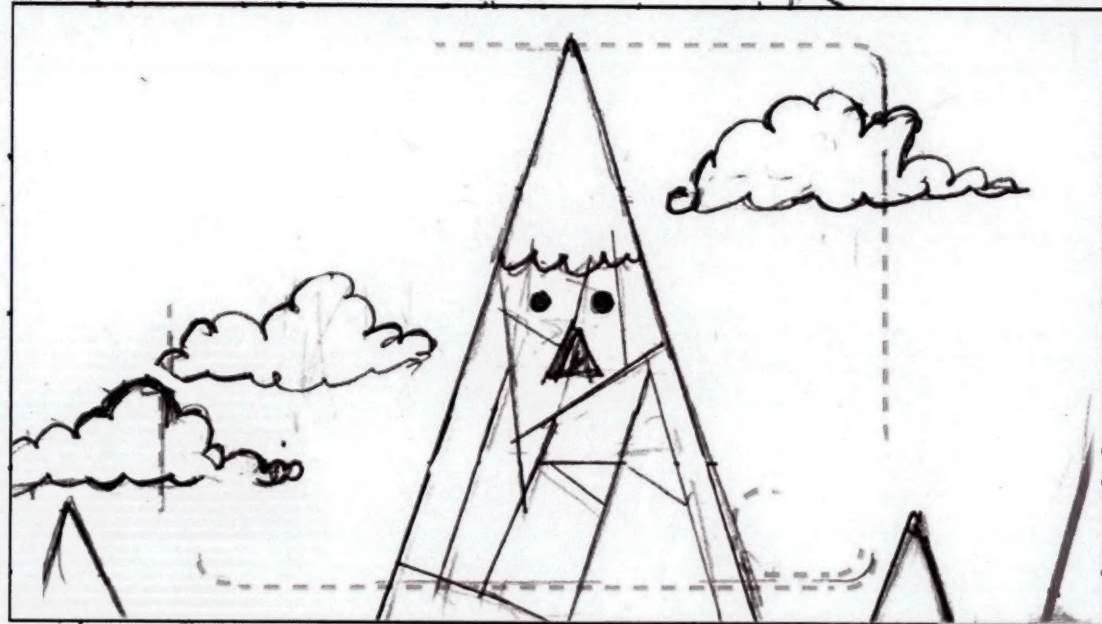
Page 1

Sc. 1

Pnl. A

Bg.

day night

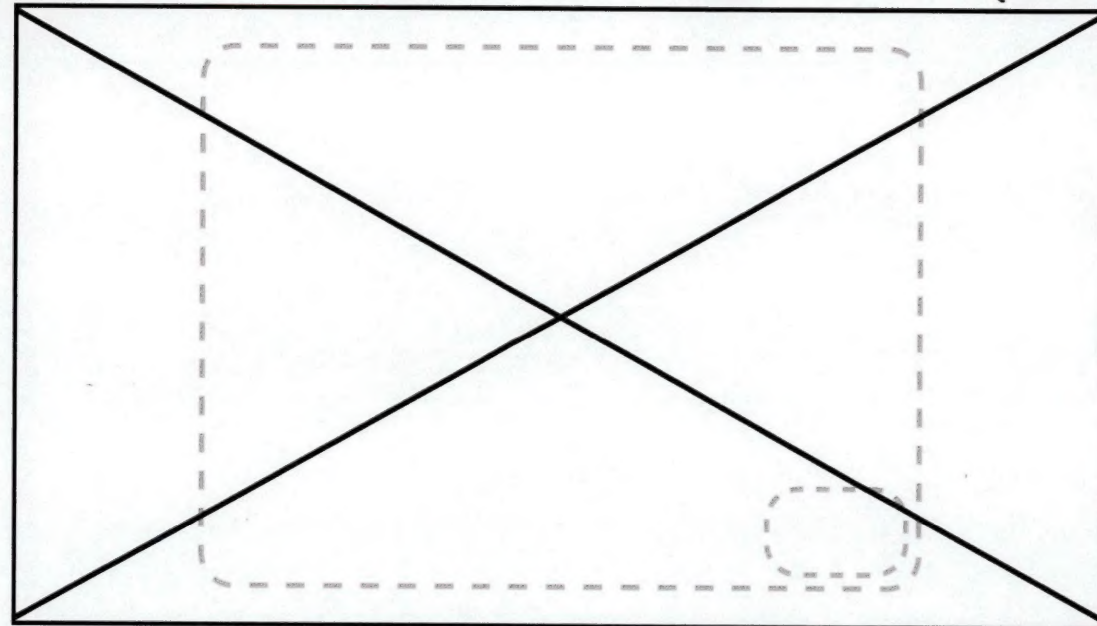


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

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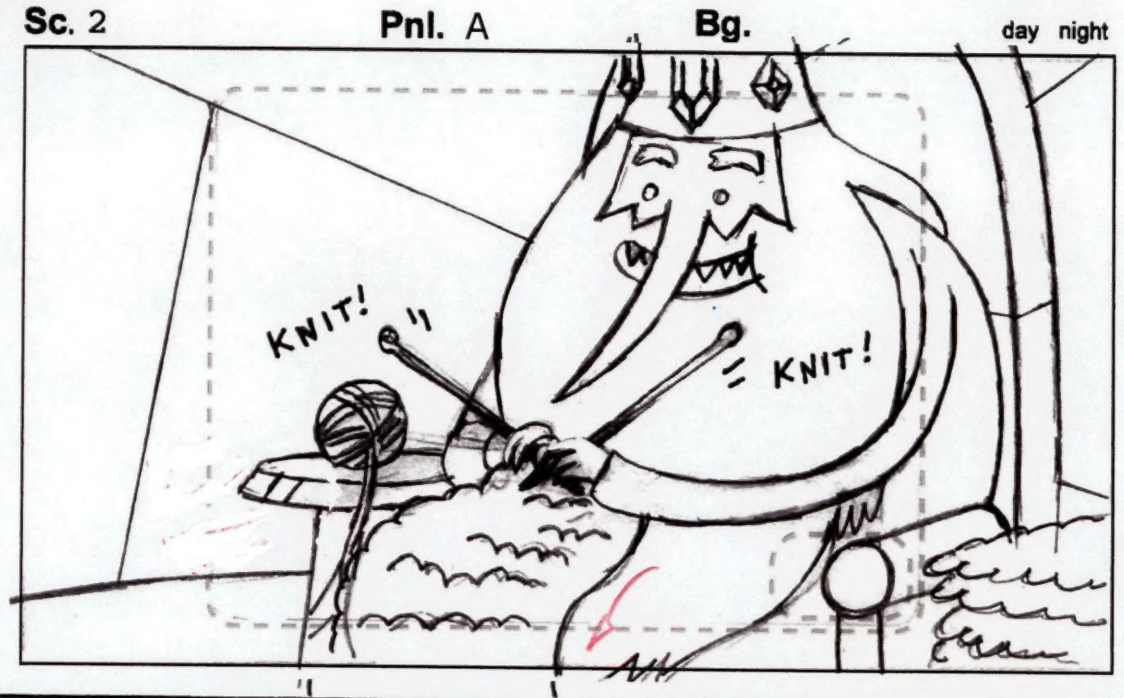
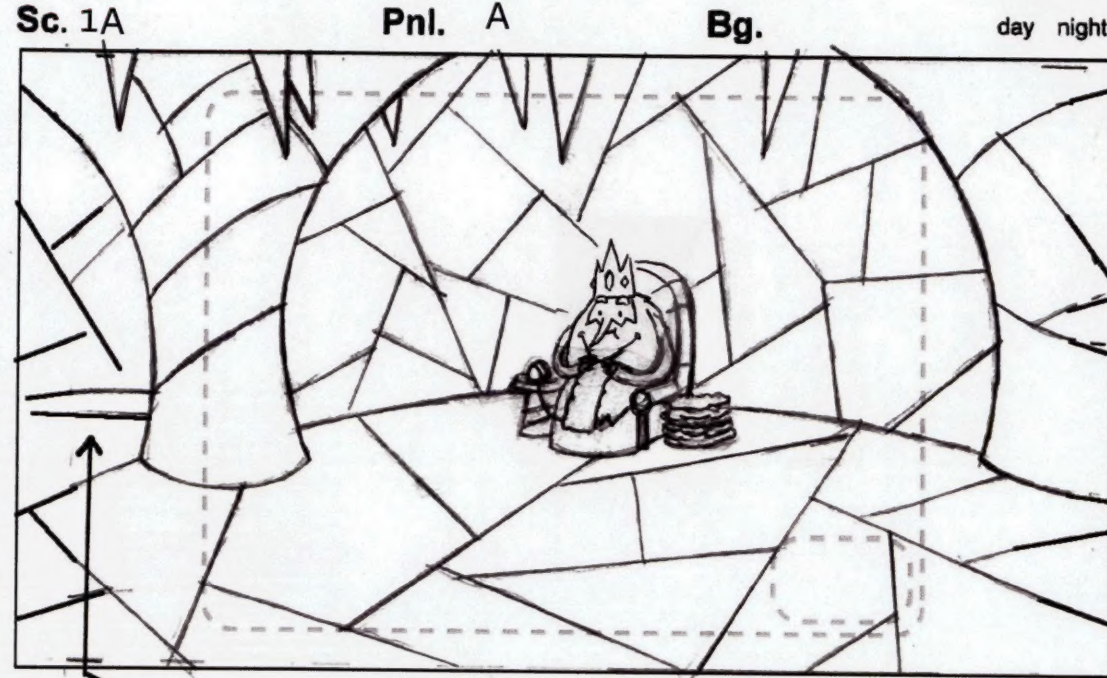
Cut

ADVENTURE TIME



It's cut

Page 1A

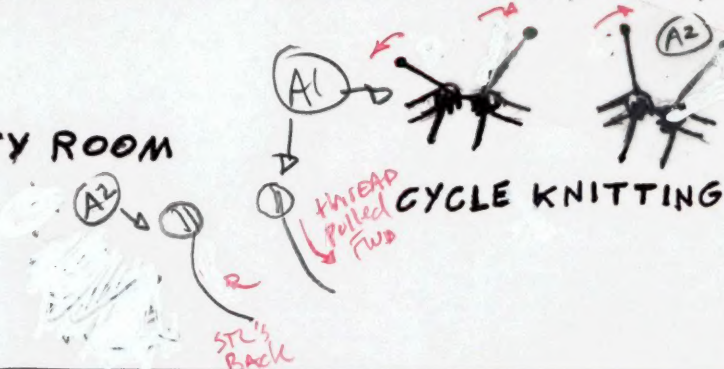


Dialog: IK: HEH HEH.

Action: ICE KING IS SITTING ALONE, KNITTING.

EMPTY ROOM

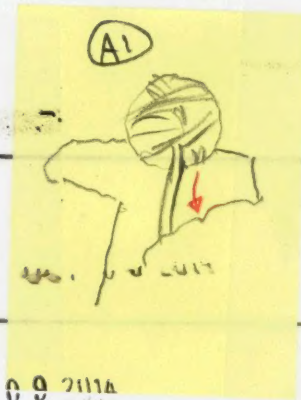
Timing:



SFX: CLIK CLIK

IK: HEE HEE

- ICE KING IS KNITTING.



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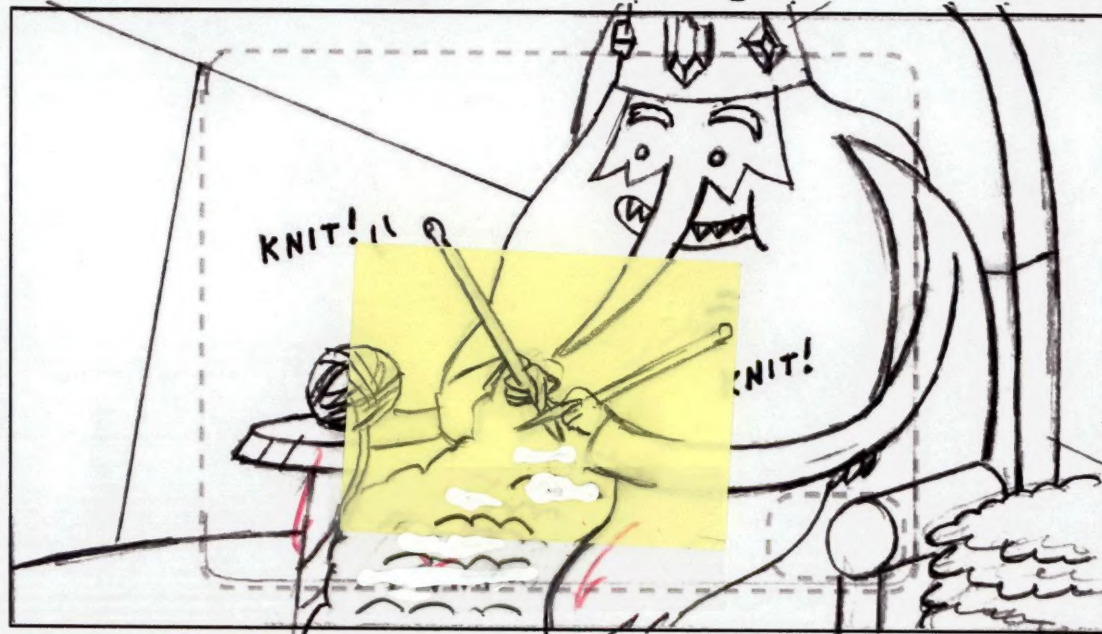
Page 2

Sc. 2 *CONT*

Pnl. B

Bg.

day night

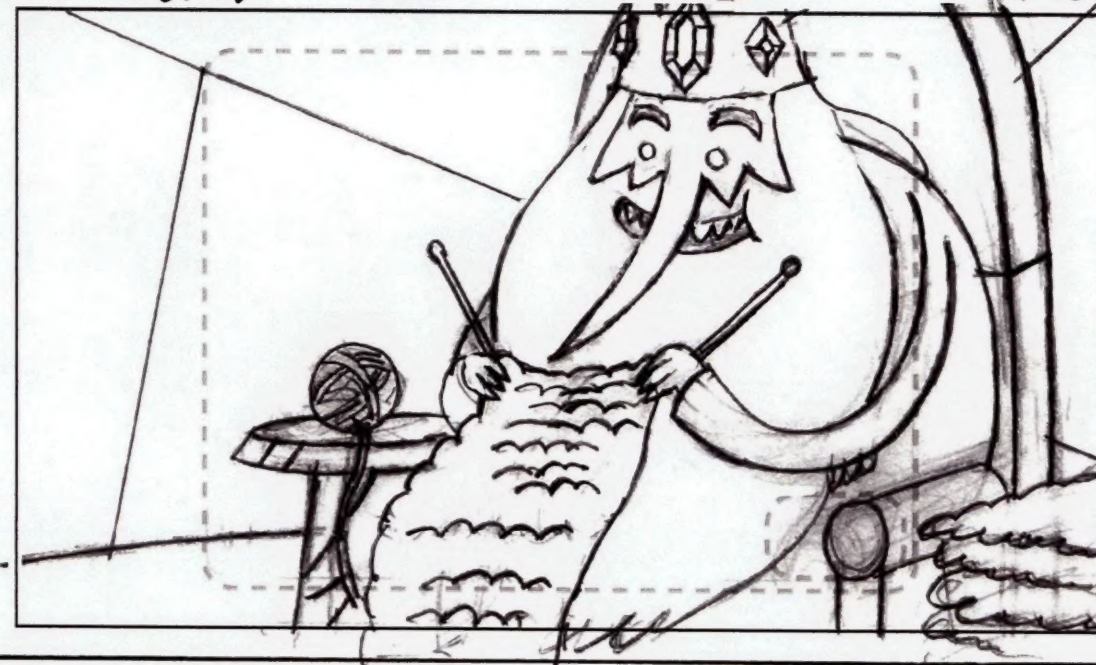


Sc. 2 *CONT*

Pnl. C

Bg.

day night



Dialog:

*Slowly
grows
Down*

IK: Oh, man....

Action:

ICE KING SETTLES OUT OF KNITTING.

Timing:

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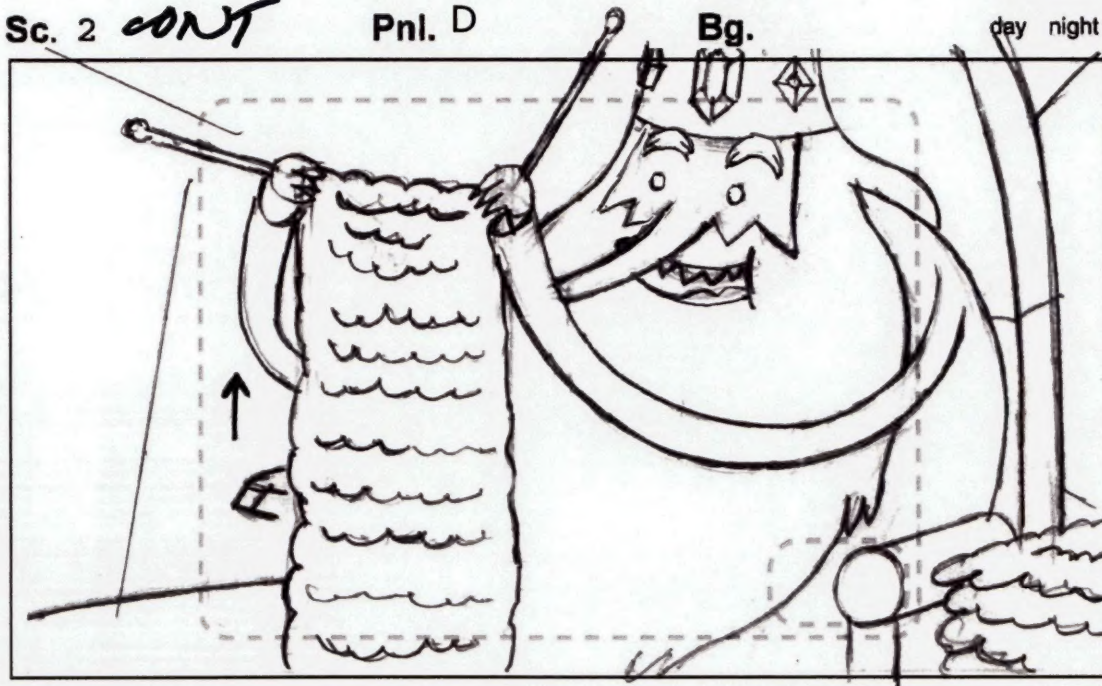
Page 3

Sc. 2 *CONT*

Pnl. D

Bg.

day night

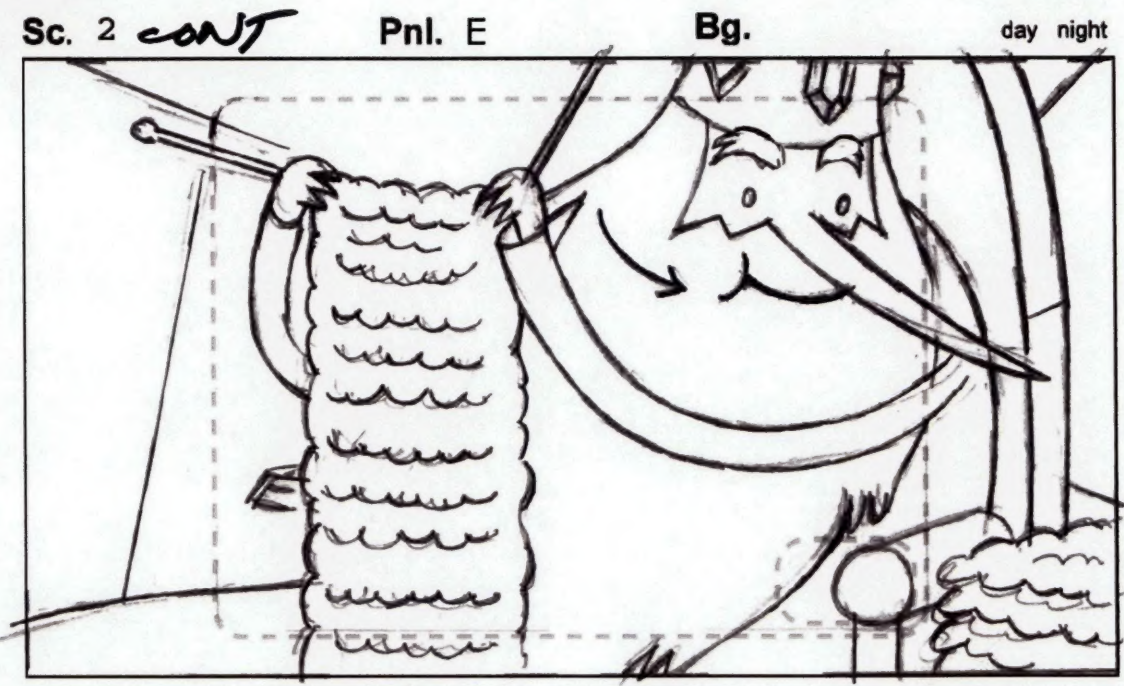


Sc. 2 *CONT*

Pnl. E

Bg.

day night



Dialog:

IK:

THESE THINGS ...
...ARE GONNA MAKE ME RICH.

Action:

HE LIFTS UP HIS KNITTING
TO ADMIRE IT.

HE LOOKS AT THE STACK
OF KNITTING.

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Hu Cat

140
CUT

ADVENTURE TIME



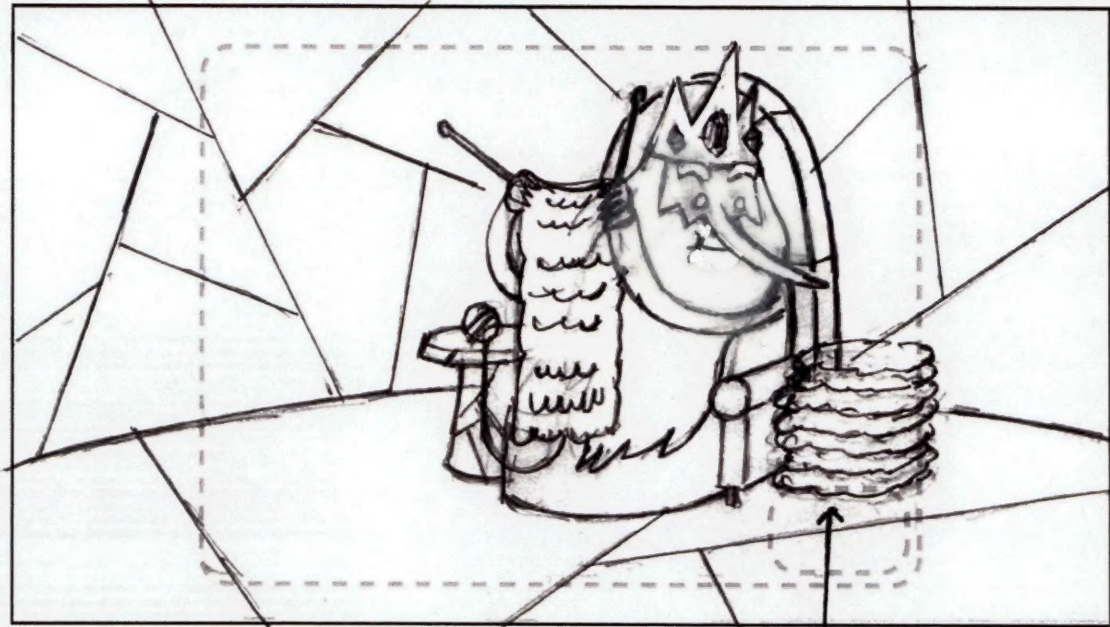
Page 4

Sc. 3

Pnl. A

Bg.

day night

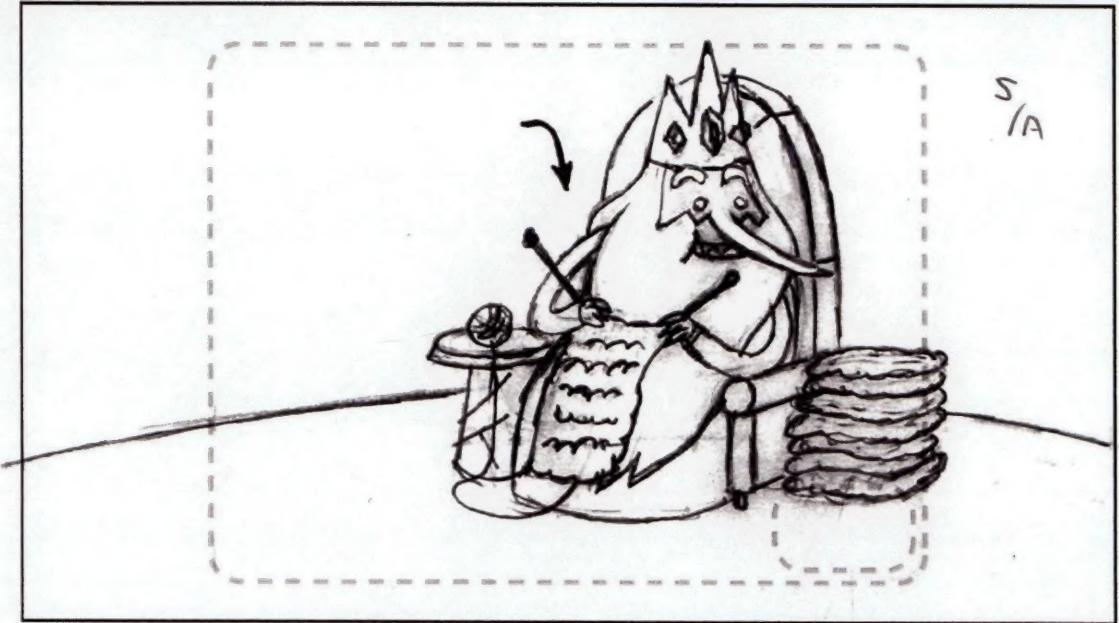


Sc. 3 *cont*

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

STACK
OF
SEVEN

HE LOWERS HIS KNITTING.

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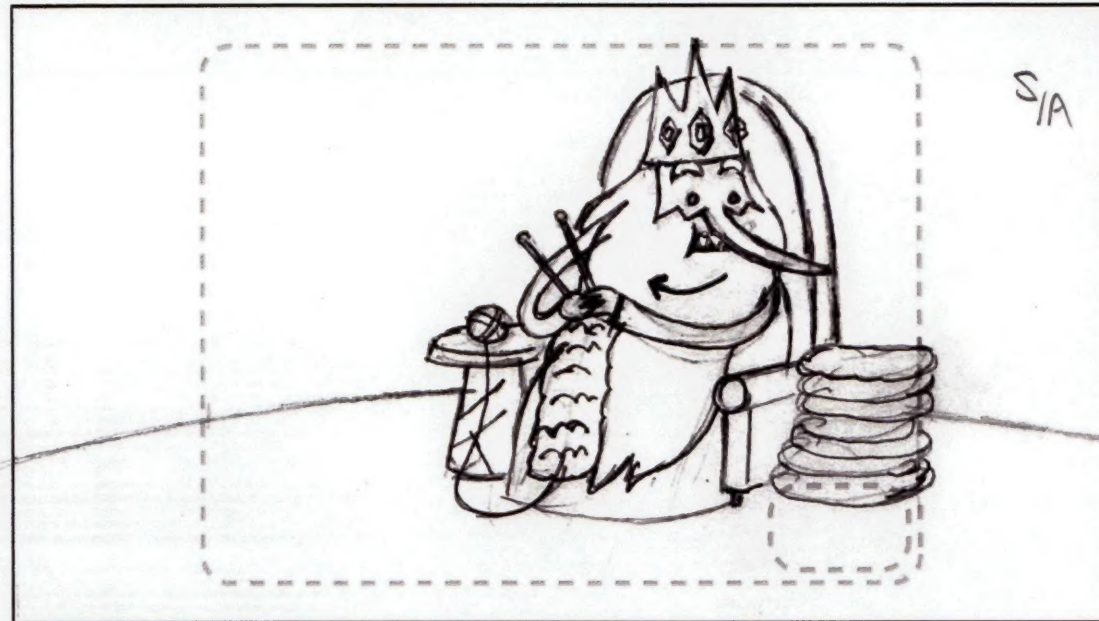
Page 5

Sc. 3 *CONT*

Pnl. C

Bg.

day night

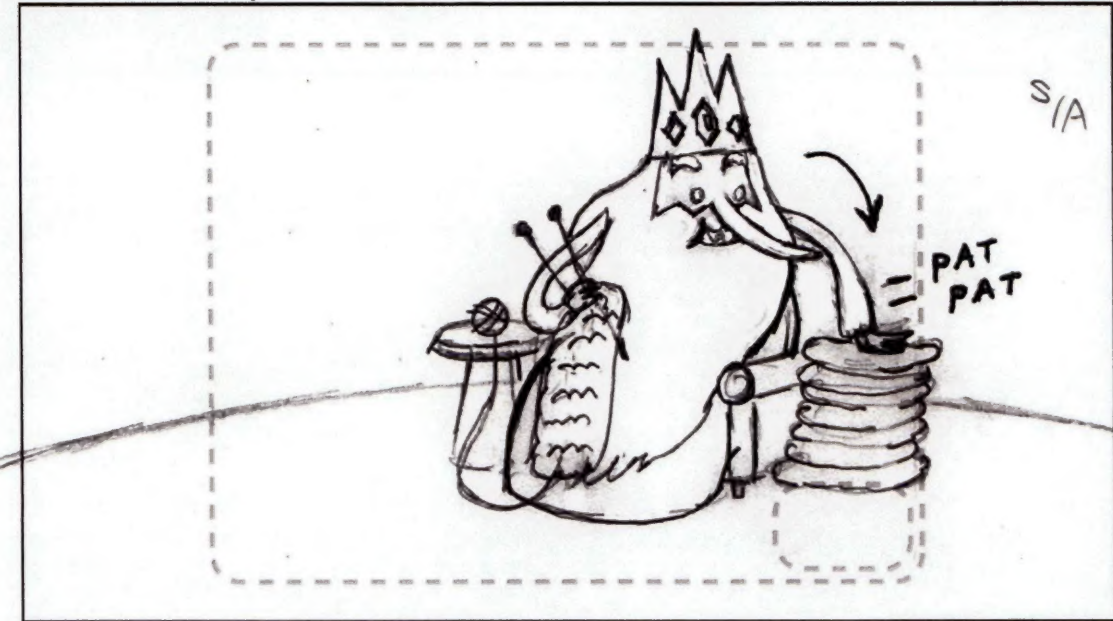


Sc. 3 *CONT*

Pnl. D

Bg.

day night



Dialog:

IK: IT'S LIKE...



Action:

HE PUTS BOTH KNITTING NEEDLES
INTO ONE HAND.

HE PATS THE KNITTING.

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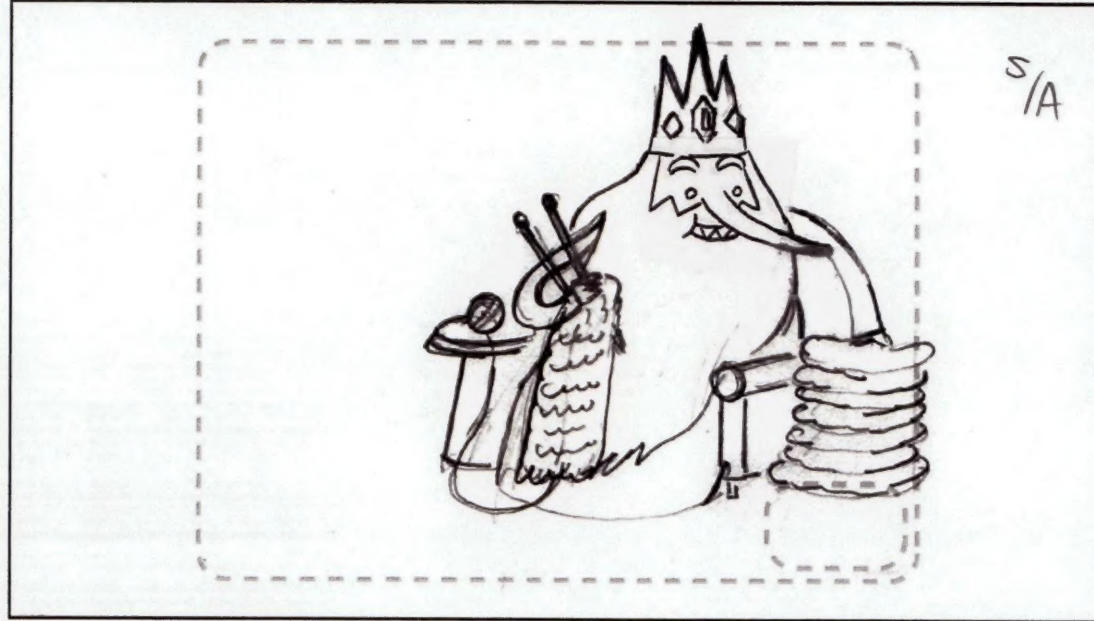
Page 6

Sc. 3 *CONT*

Pnl. E

Bg.

day night

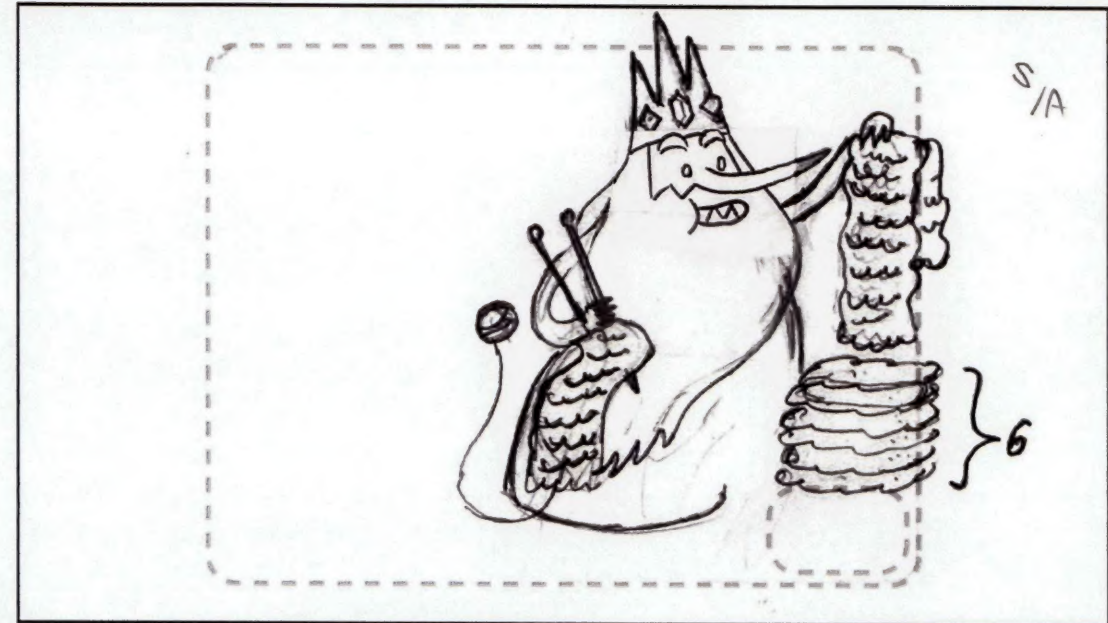


Sc. 3 *CONT*

Pnl. F

Bg.

day night



Dialog:

IK: ...A BIG YARMULKE. ...
... FOR THE TUMMY.

Action:

HE GRABS THE TOP THING.

HE LIFTS UP SOME KNITTING
TO ADMIRE IT.

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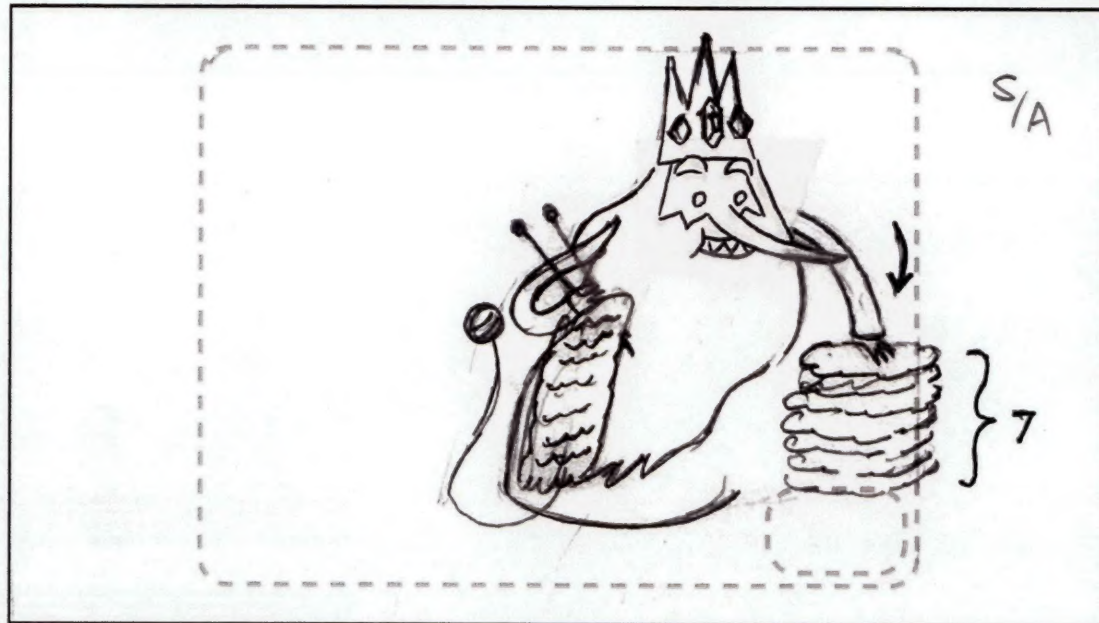
Page 7

Sc. 3 *CONT*

Pnl. G

Bg.

day night

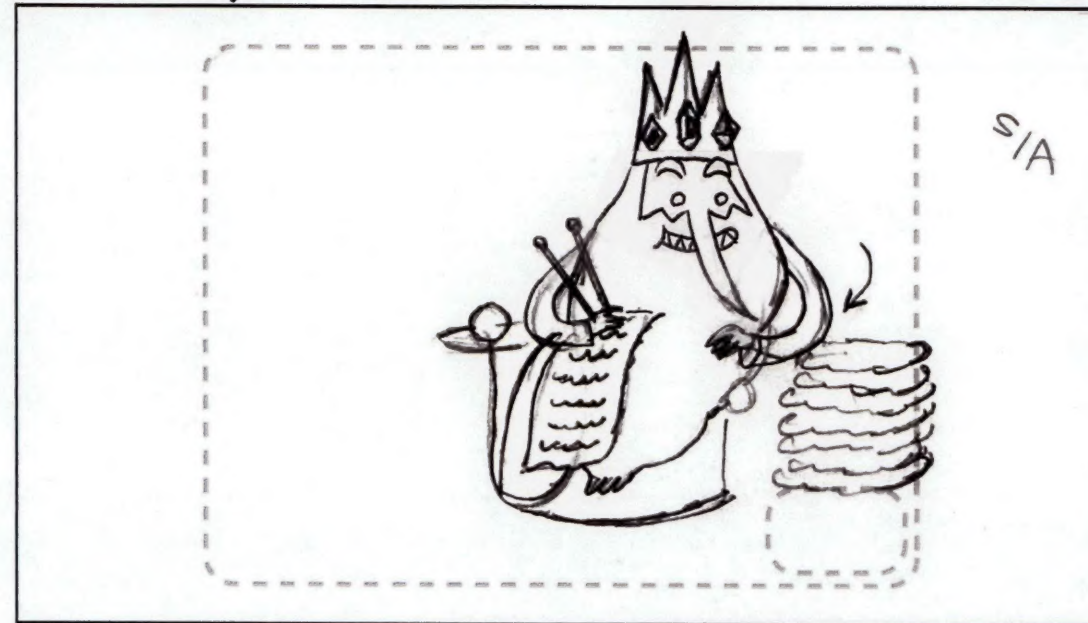


Sc. 3 *CONT*

Pnl. H

Bg.

day night



Dialog:

Action: HE RETURNS THE KNITTING
TO THE STACK.

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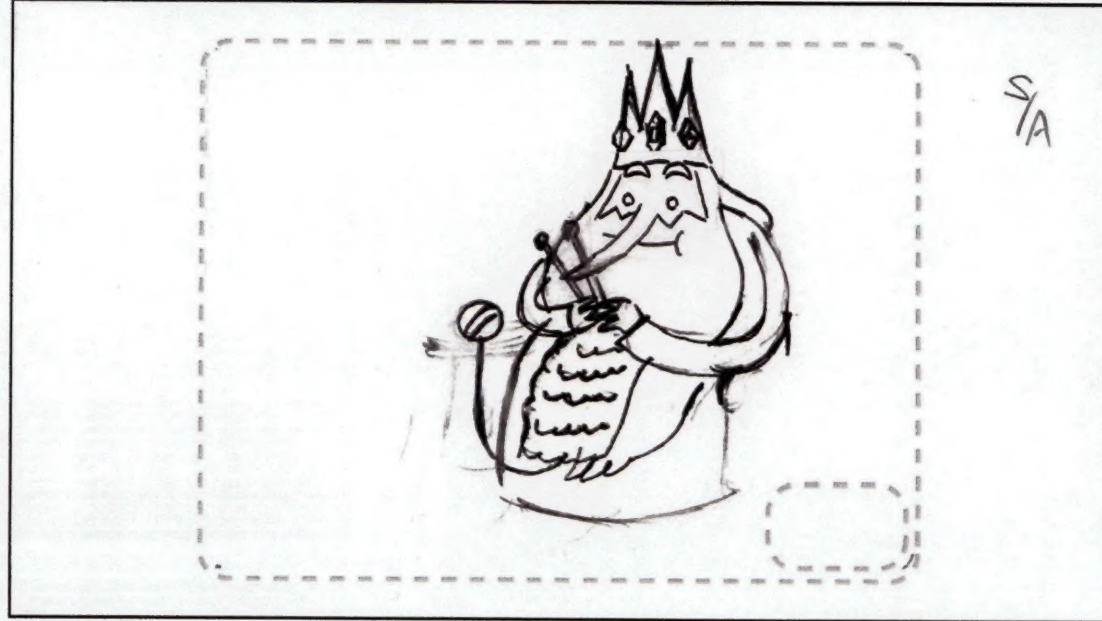
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Sc. 3 *CONT*

Pnl. I

Bg.

day night

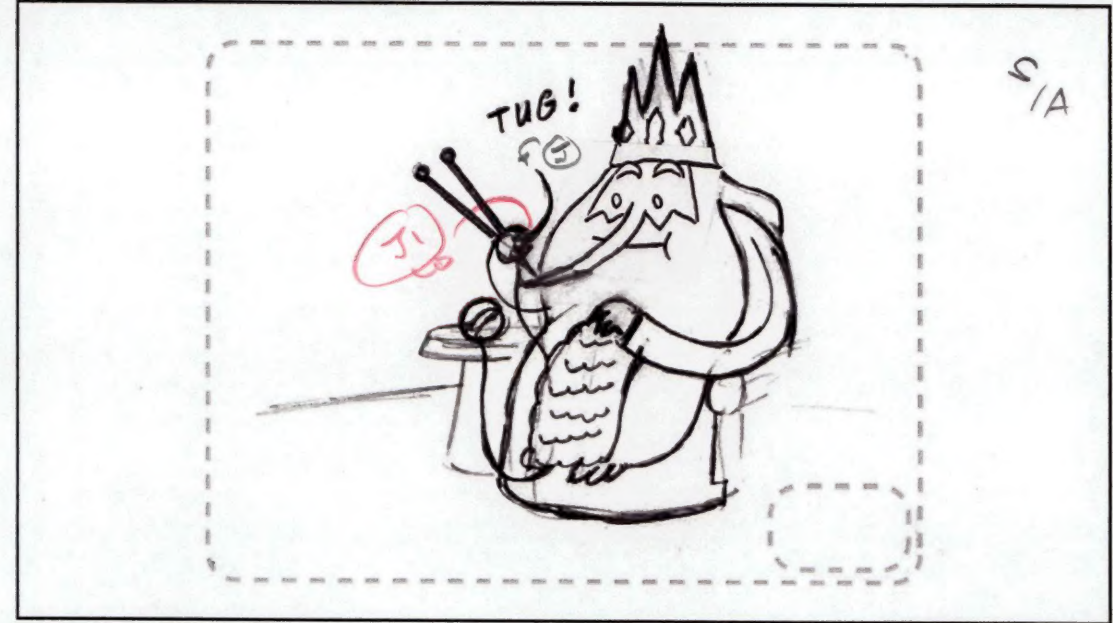


Sc. 3 *CONT*

Pnl. J

Bg.

day night



Dialog:

Action:

HE BREAKS THE YARN.

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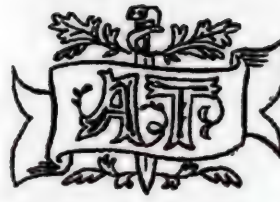
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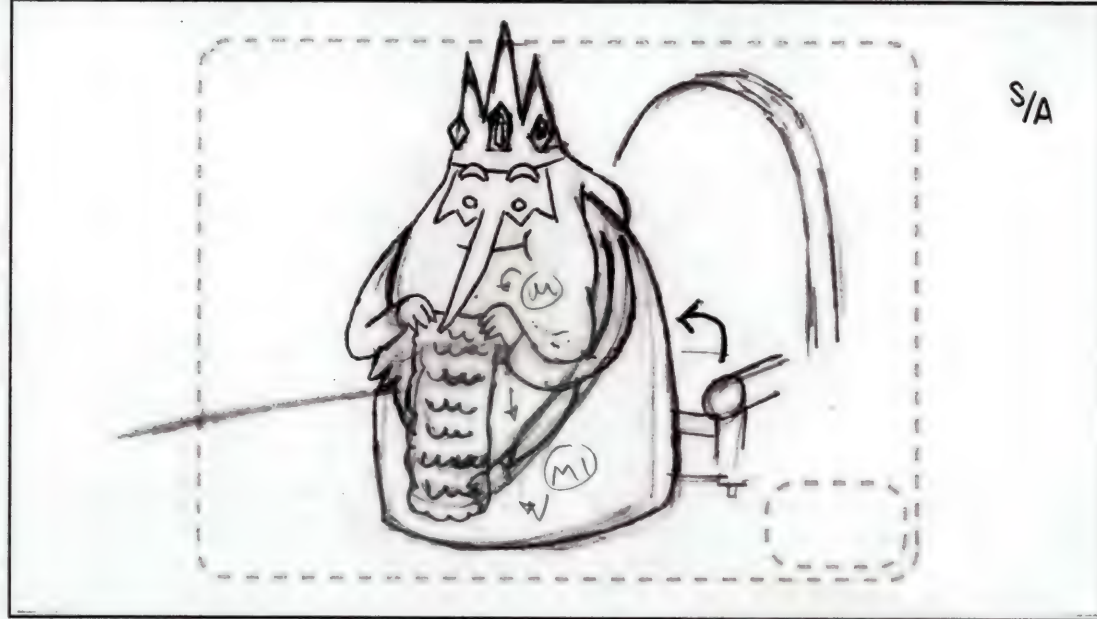
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Sc. 3 *CONT*

Pnl. M

Bg.

day night

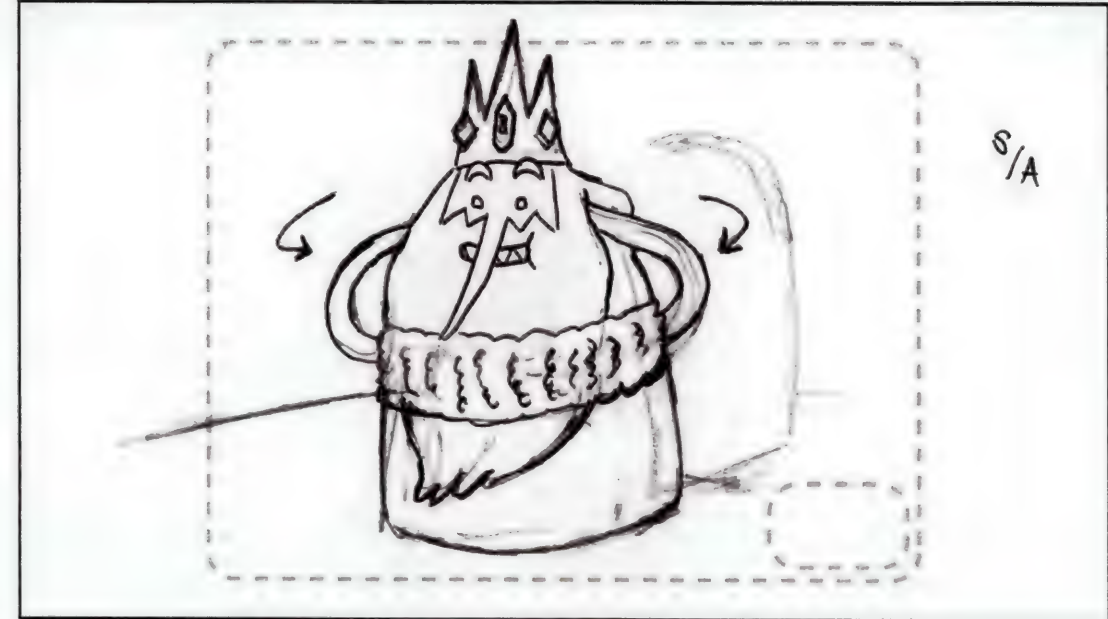


Sc. 3 *CONT*

Pnl. N

Bg.

day night



Dialog:

IK: Hmm...

Action:

HE STANDS UP.

Timing:

(M)



IK: ... I THINK I'LL KEEP THIS
ONE FOR MYSELF.

HE PUTS ON THE
KNITTED THING.

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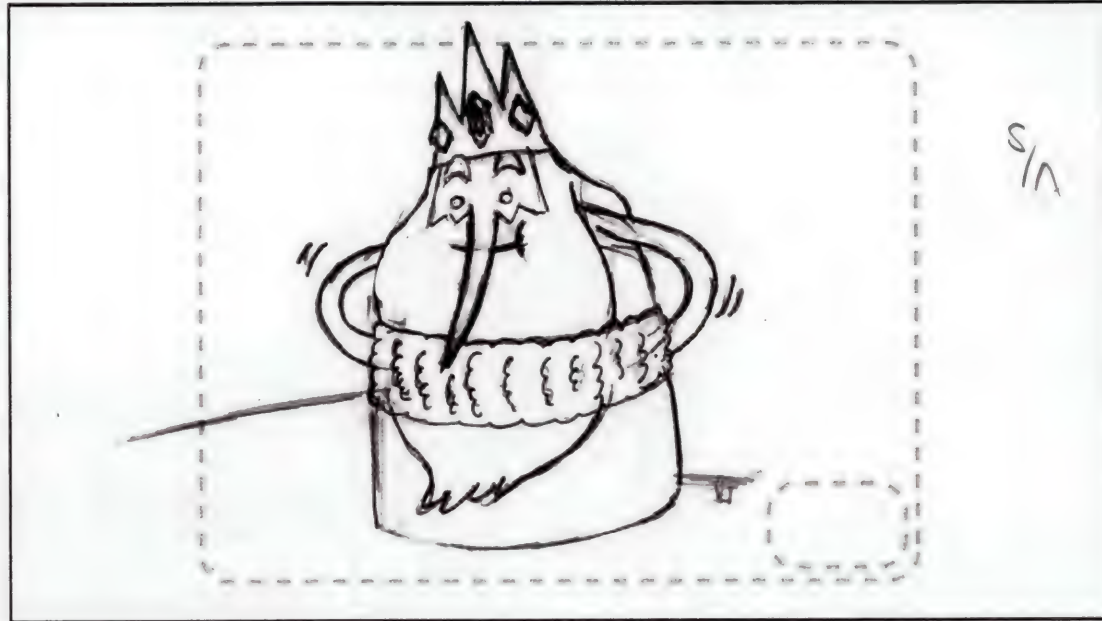
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Sc. 3 *cont*

Pnl. 0

Bg.

day night

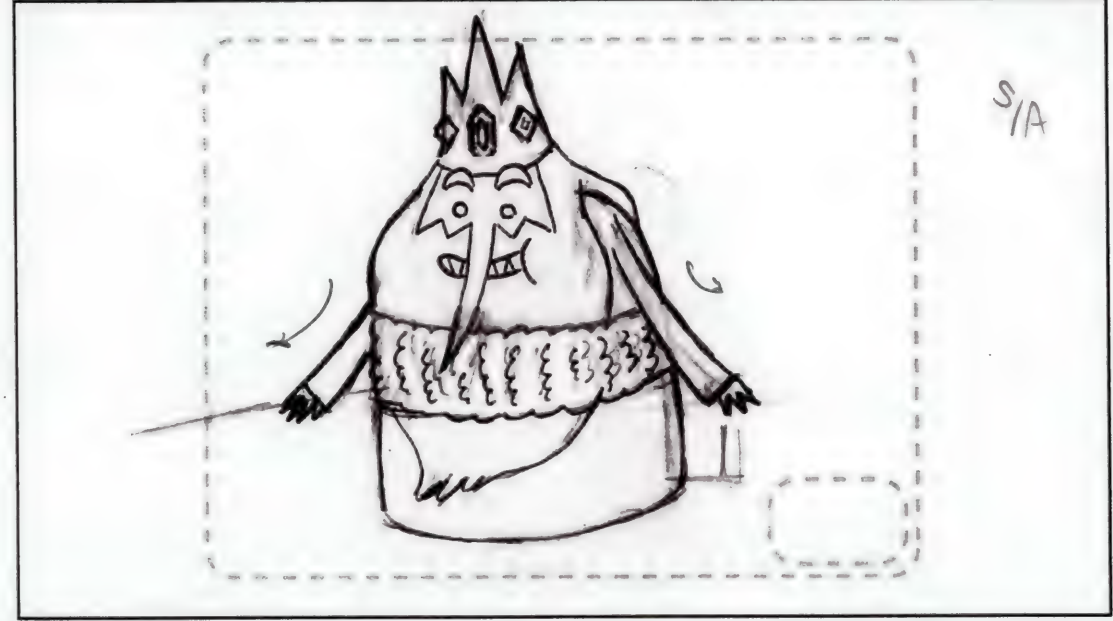


Sc. 3 *cont*

Pnl. P

Bg.

day night



Dialog:

IK: <LAUGHS>

③

② S/A 'O'

LEANS
w/ ARMS begin
to Tie
Knitting



Cont ARMS tie KNITTING

IK: HOYT COITURE!

③ S/A 'O'

④ S/A 'O'



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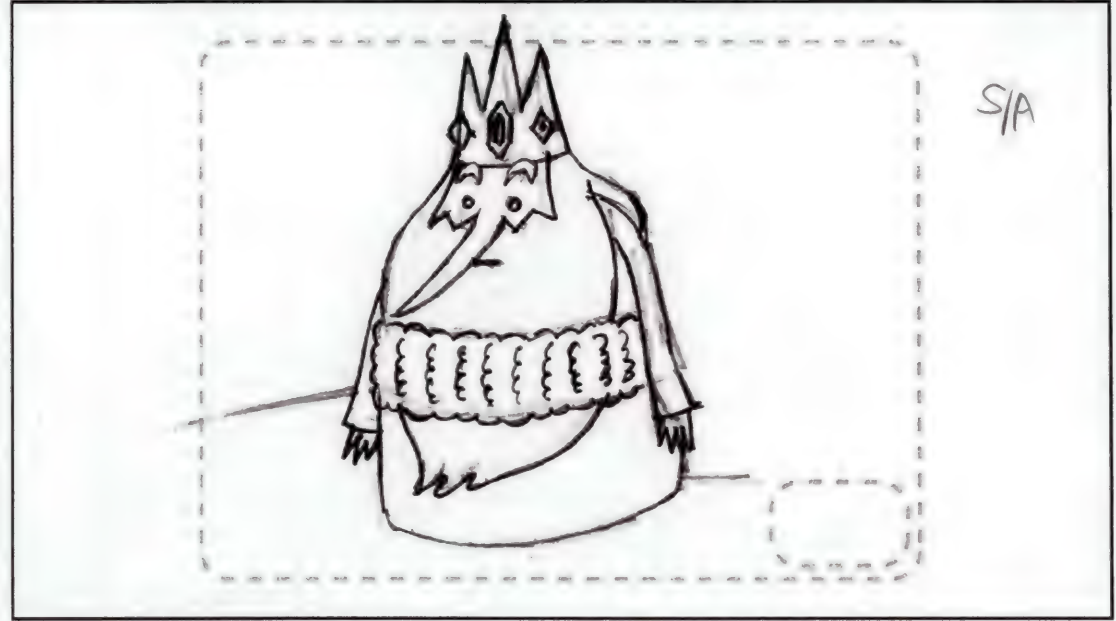


Sc. 3 *CONT*

Pnl. Q

Bg.

day night

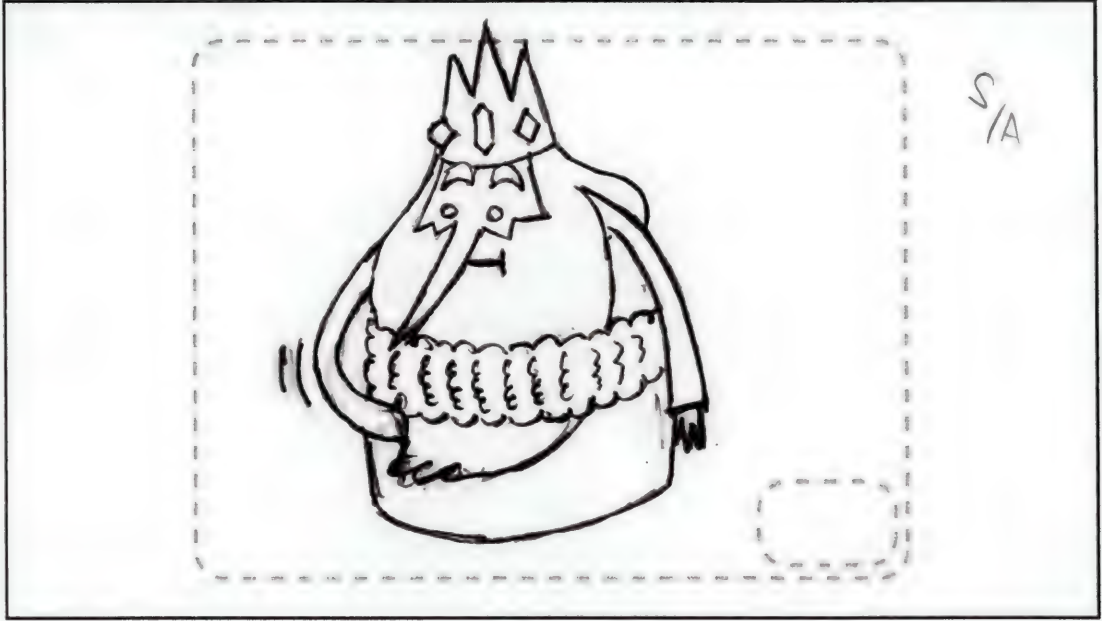


Sc. 3 *CONT*

Pnl. R

Bg.

day night



Dialog:	<u>IK</u> : HMM.
Action:	- IK REACHES INTO POCKET
Timing:	OCT 09 2014

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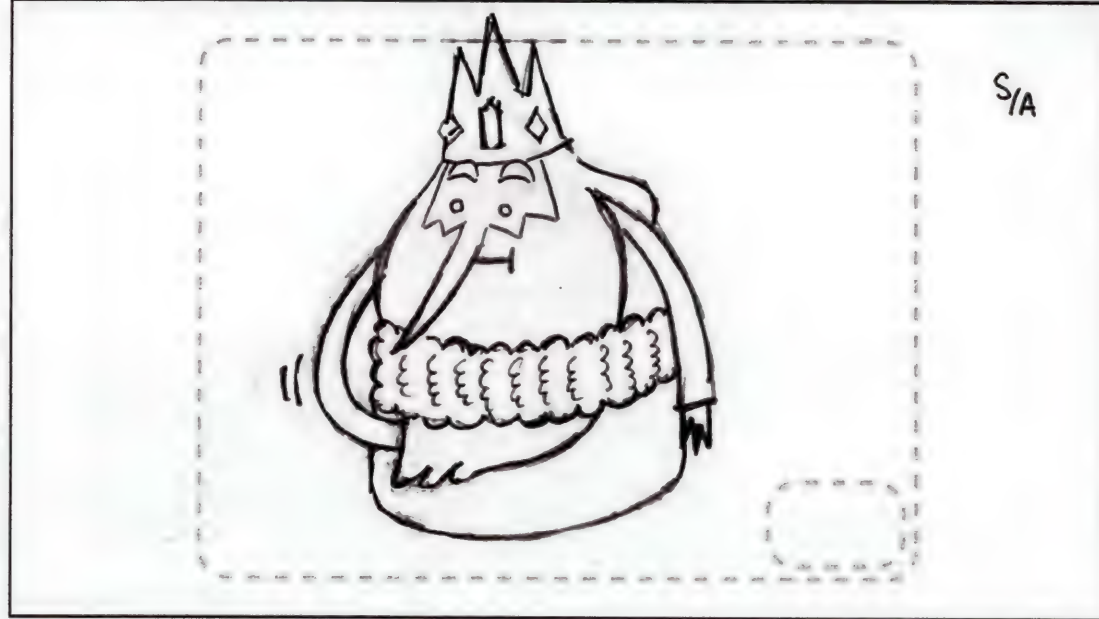
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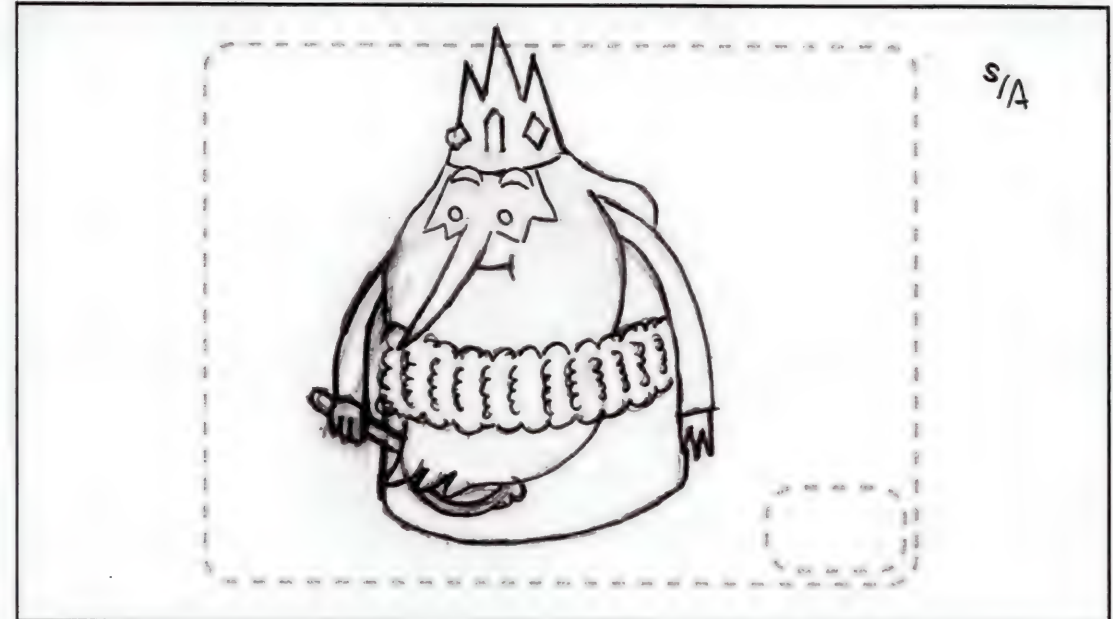


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Sc. 3 *CONT* Pnl. S Bg. day night



Sc. 3 *CONT* Pnl. T Bg. day night



Dialog:

Action:

Timing:

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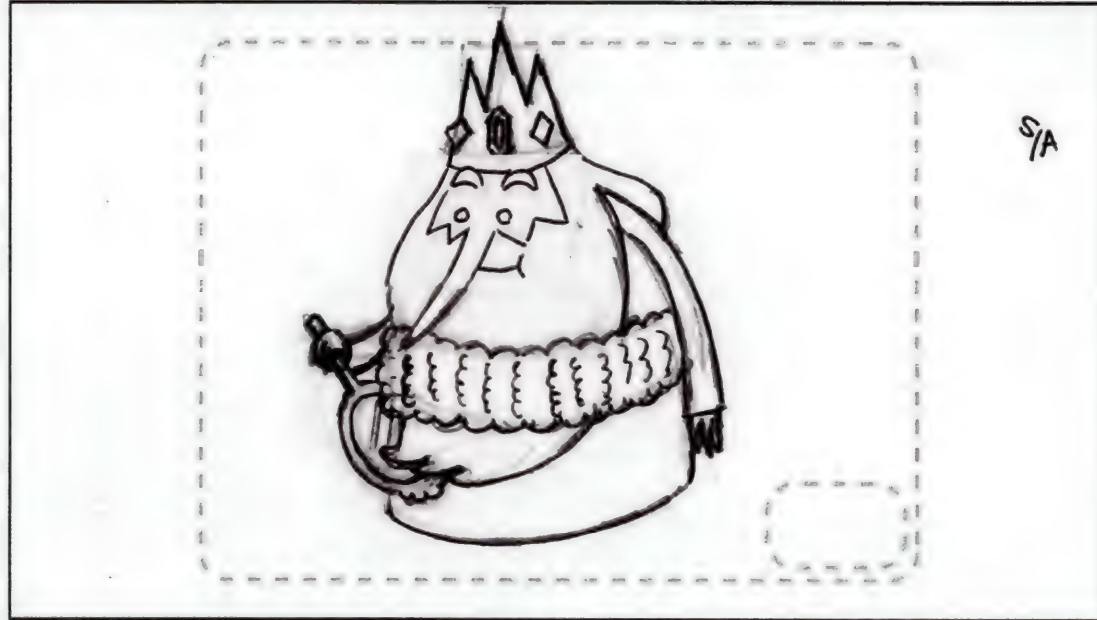
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Sc. 3 *CONT*

Pnl. U

Bg.

day night



Sc. 3 *CONT*

Pnl. V

Bg.

day night



Dialog:

IK: LET'S TAKE A ...

Action:

-IK PULLS OUT HAND MIRROR.

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Sc. 3 *cont*

Pnl. W

Bg.

day night

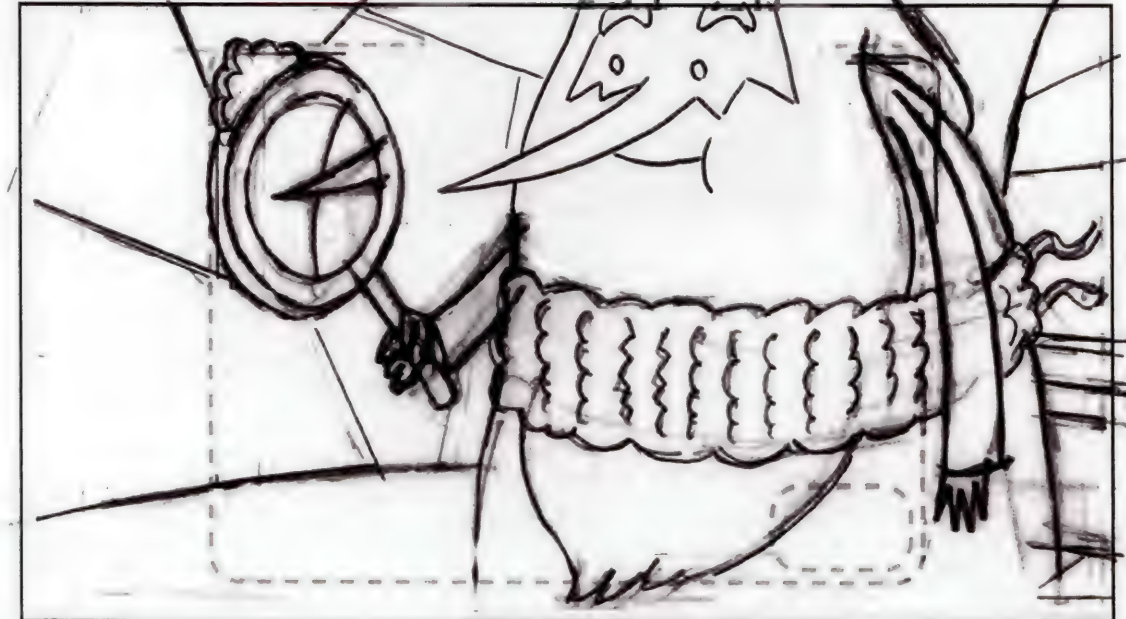


Sc. 4

Pnl. A

Bg.

day night



Dialog: IK: ...CLOSER LOOK...

Action: IK PULLS OUT A MIRROR.

IK EXAMINES HIMSELF
IN THE MIRROR.

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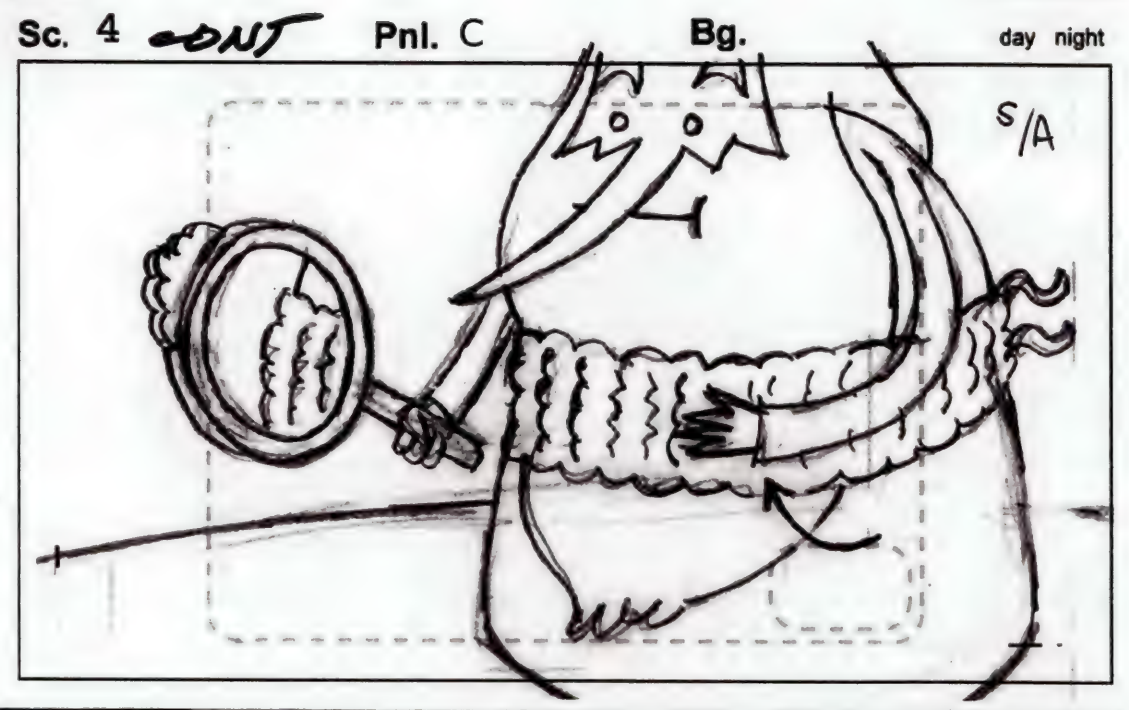
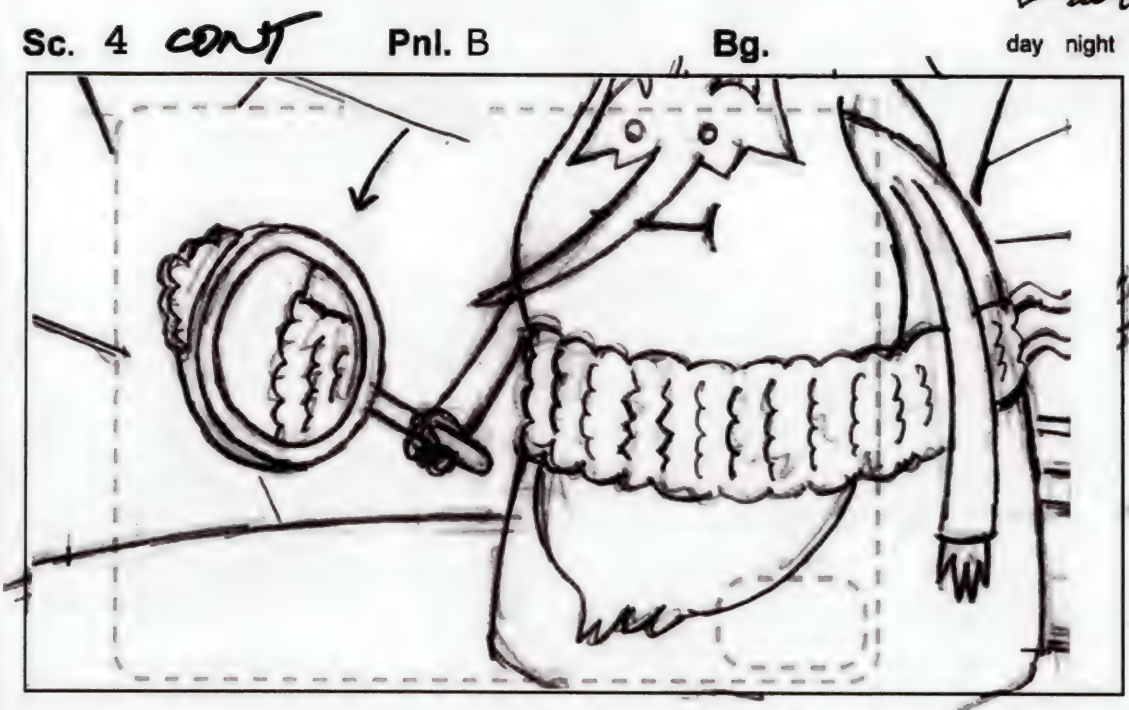
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Dialog:
Action:
Timing:

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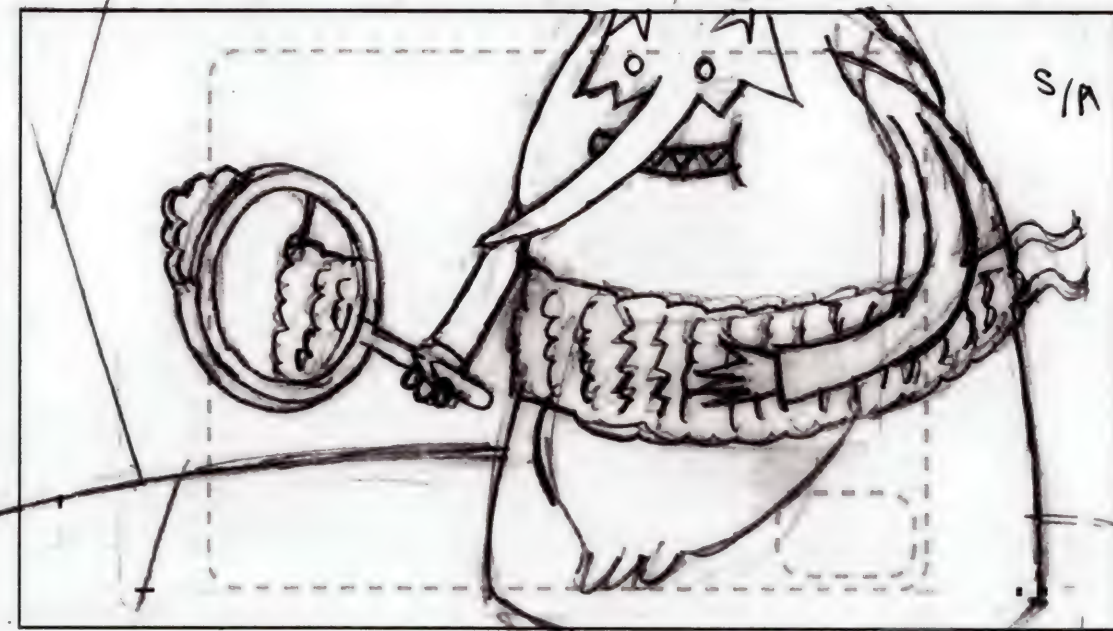
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Sc. 4 *CONT*

Pnl. D

Bg.

day night

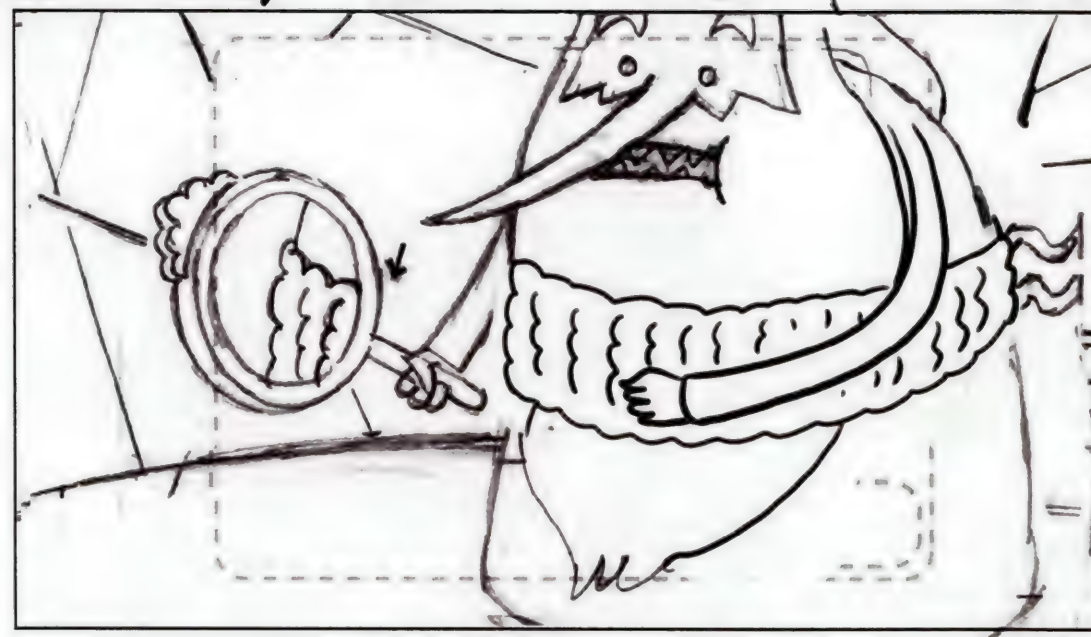


Sc. 4 *CONT*

Pnl. E

Bg.

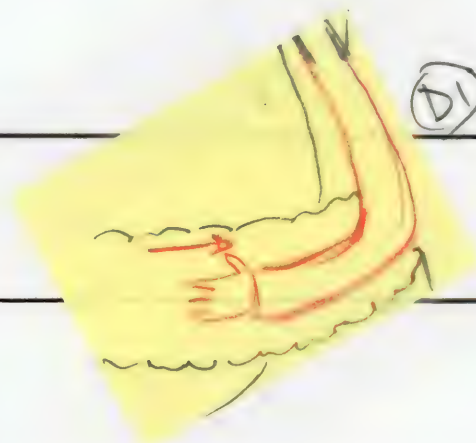
day night



Dialog:

IK: NICE!

Action:



Timing:

IK: OOH, A LITTLE ROOMY!

IK TUGS AT THE WOOLEN THING.



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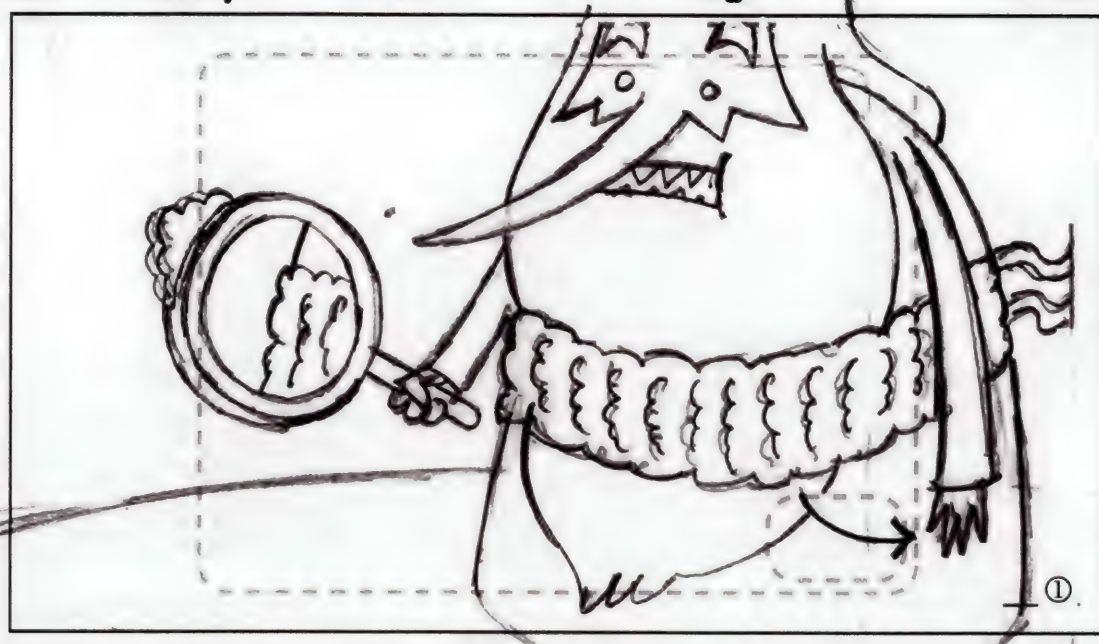
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Sc. 4 *CONT*

Pnl. F

Bg.

day night

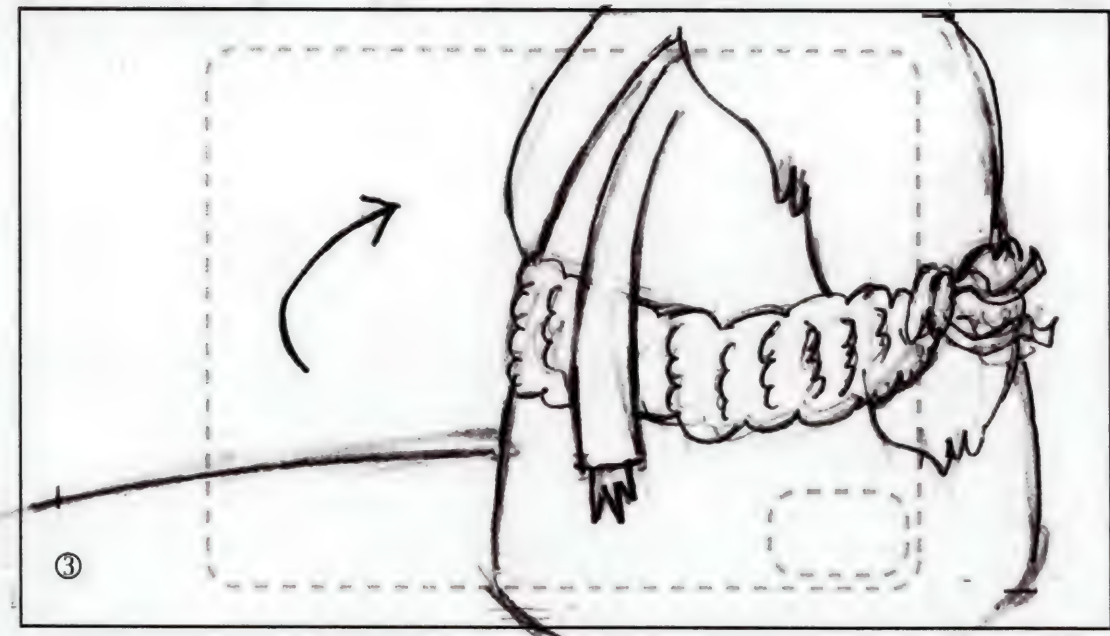


Sc. 4 *CONT*

Pnl. G

Bg.

day night

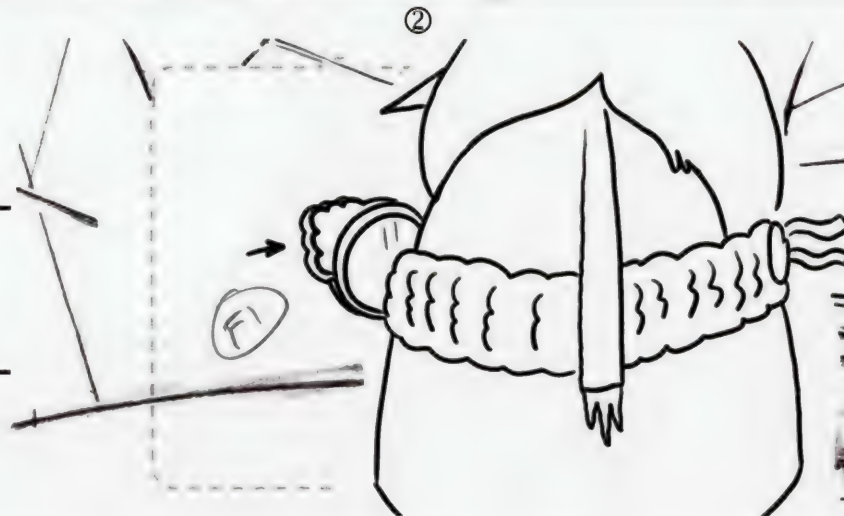


Dialog:

IK: WHEN...

Action:

Timing:



IK: ...DID THAT
HAPPEN!
SFX: CLUNK.

IK TURNS, TO PUT DOWN
THE MIRROR.

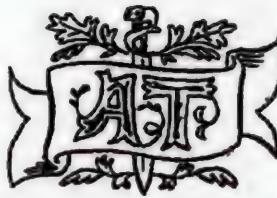
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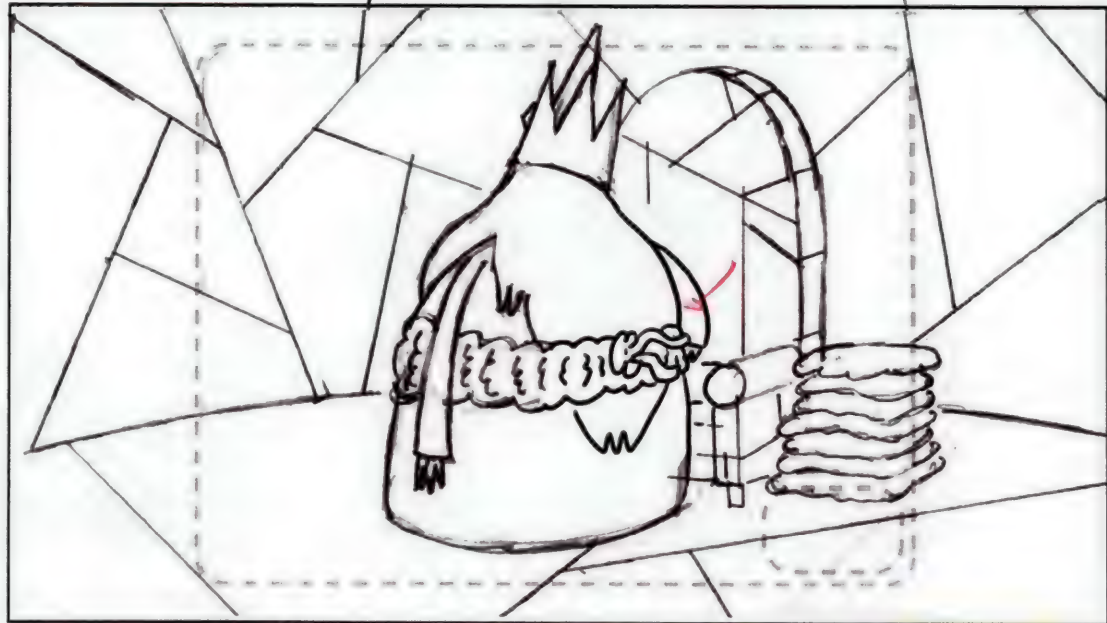
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Sc. 5

Pnl. A

Bg.

day night



Sc. 5 *CONT*

Pnl. B

Bg.

day night



Dialog:

IK: I AM WASTIN' AWAY.

Action:

IK PUTS DOWN MIRROR.

-IK LOOKS DOWN AT BODY

Timing:

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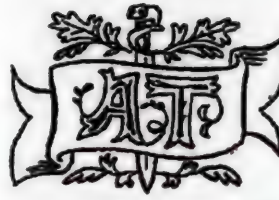
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Ho cut

(A1)
Body S/A (A)
(R) Arm Drop Fwd mod pot mirror Down

ADVENTURE TIME



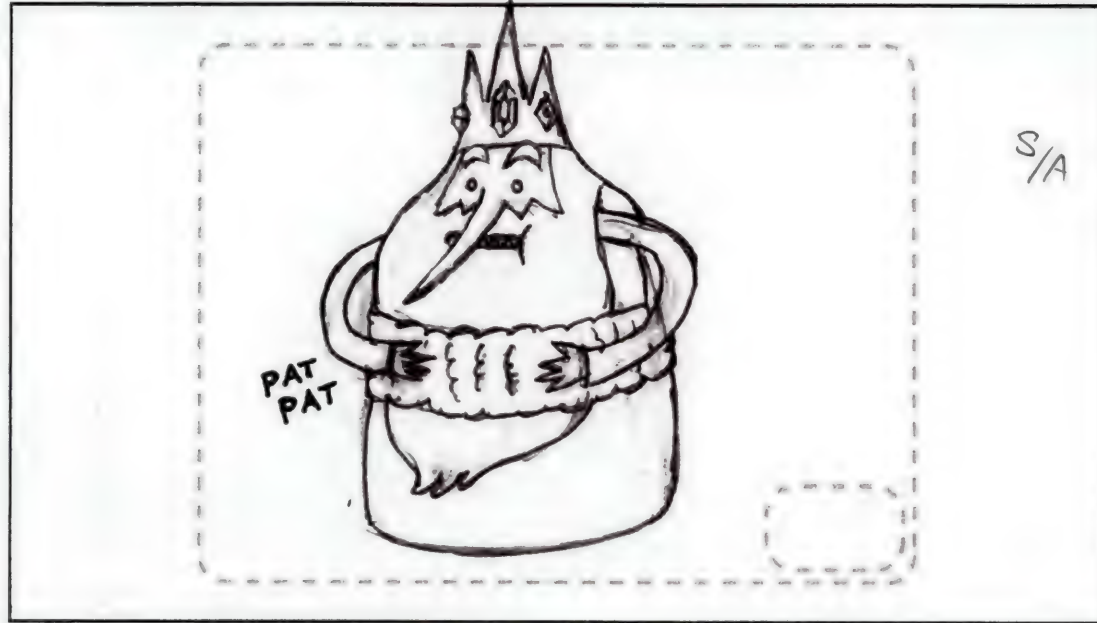
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Sc. 5 *cont*

Pnl. C

Bg.

day night

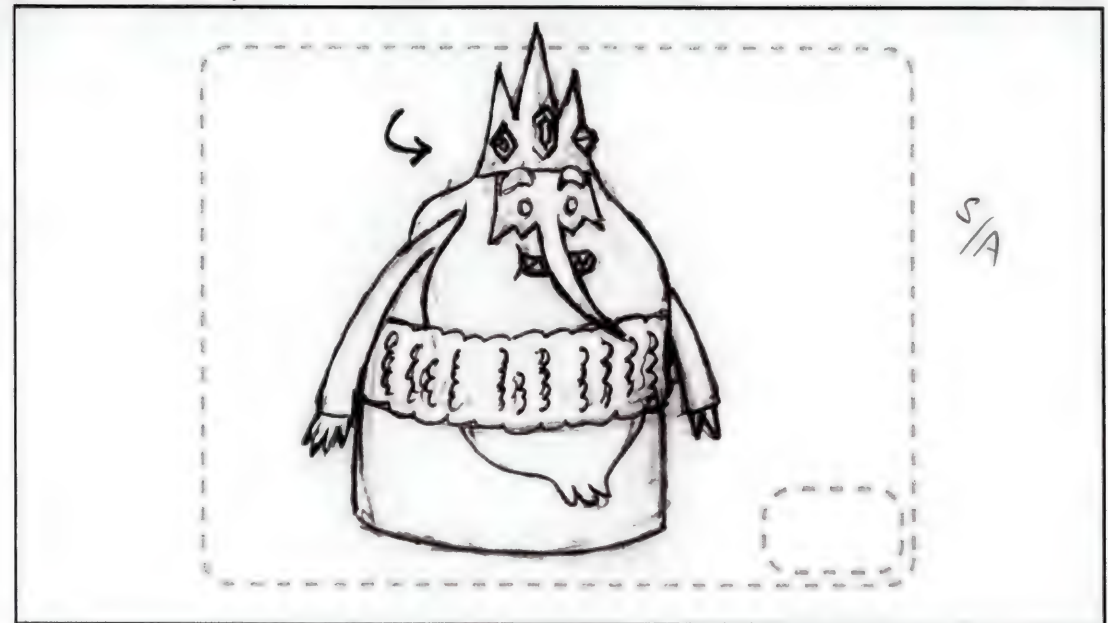


Sc. 5 *cont*

Pnl. D

Bg.

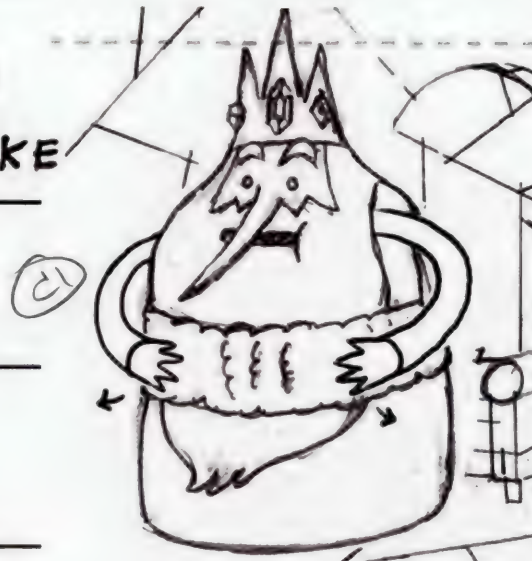
day night



Dialog: IK: I SHOULD
PROBABLY GO POLISH
OFF THAT CHEESECAKE

Action: IN THE FRIDGE.

Timing:



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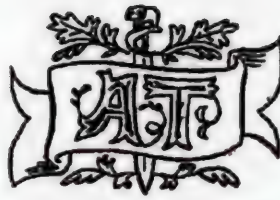
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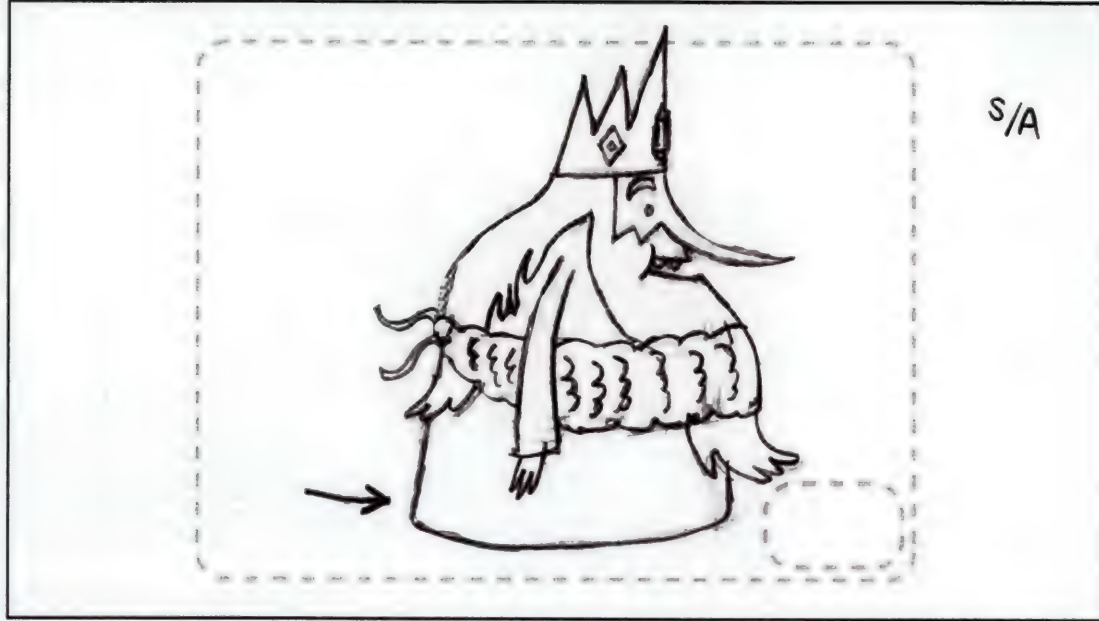
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Sc. 5 *cont*

Pnl. E

Bg.

day night

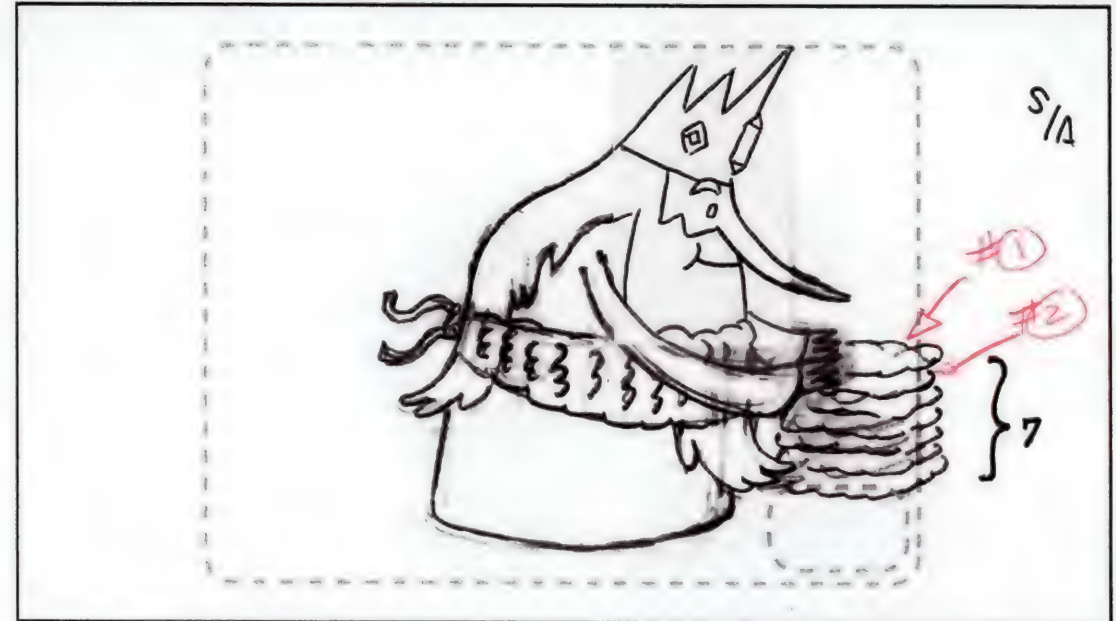


Sc. 5 *cont*

Pnl. F

Bg.

day night



Dialog:

Action:

IK PICKS UP ONE OF
THE WOOL THINGS.

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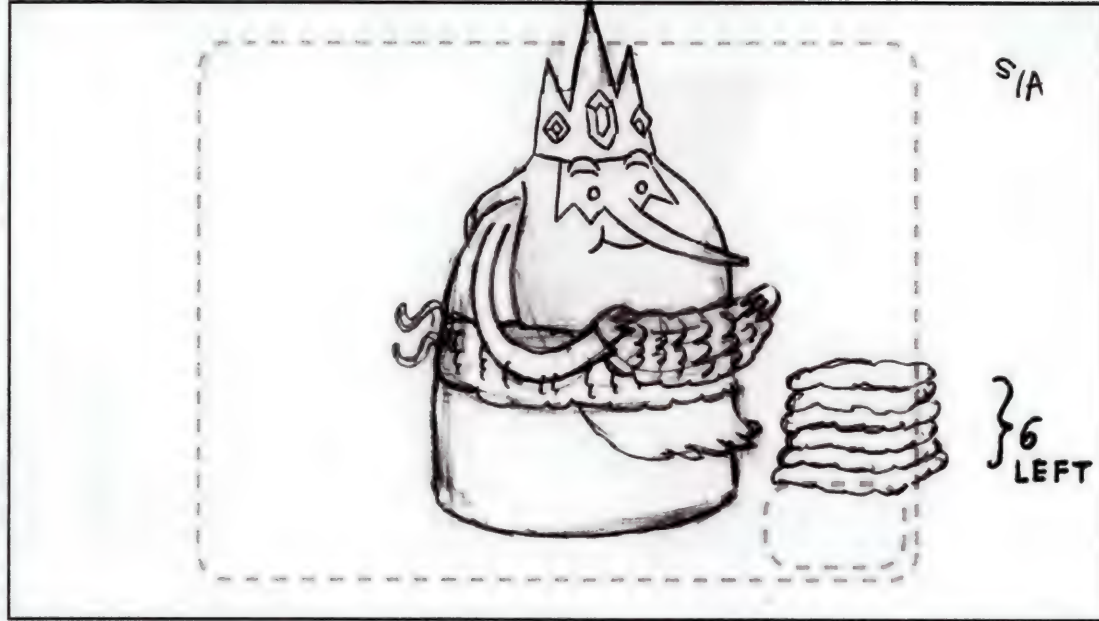
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Sc. 5 *cont*

Pnl. G

Bg.

day night

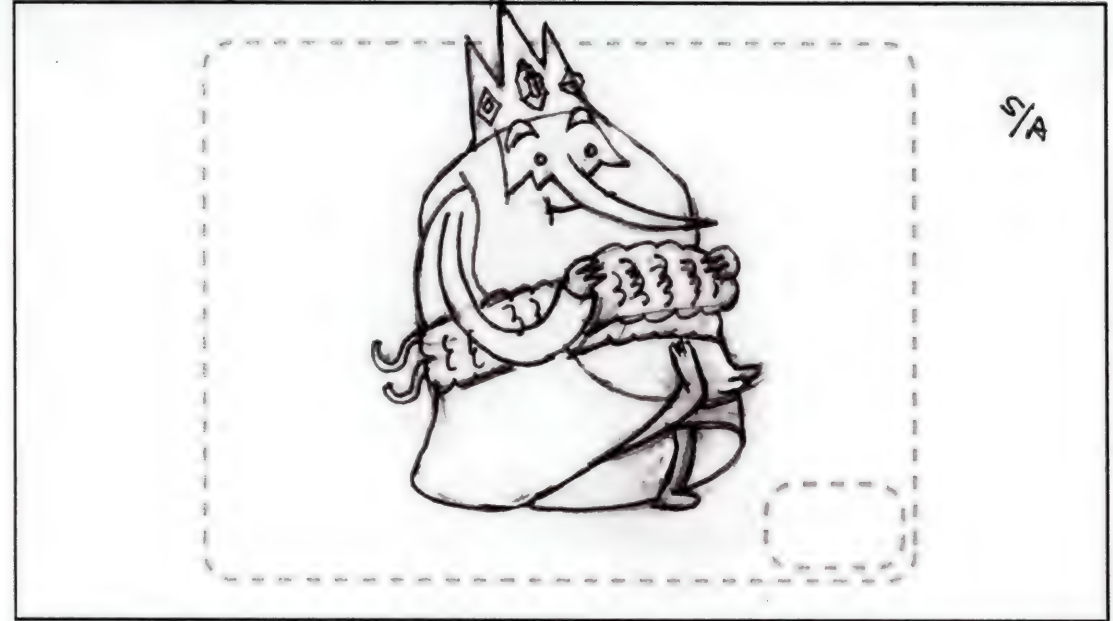


Sc. 5 *cont*

Pnl. H

Bg.

day night



Dialog:

Action:

— IK RAISES A FOOT.

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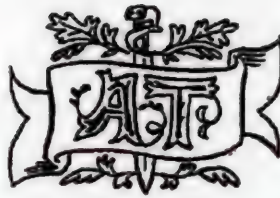
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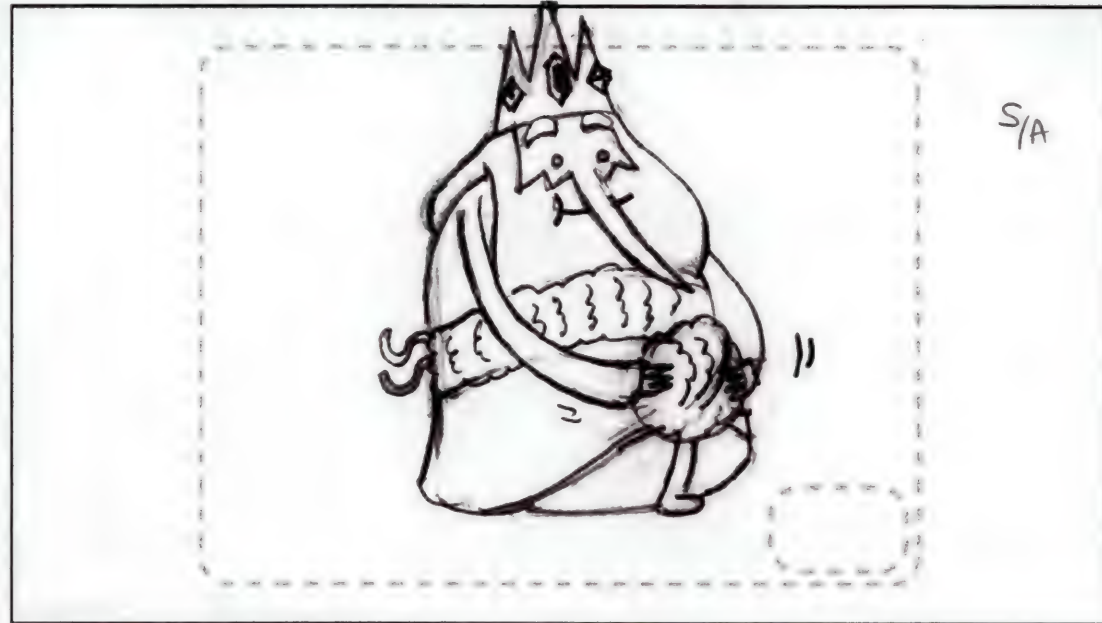
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Sc. 5 *CONT*

Pnl. I

Bg.

day night

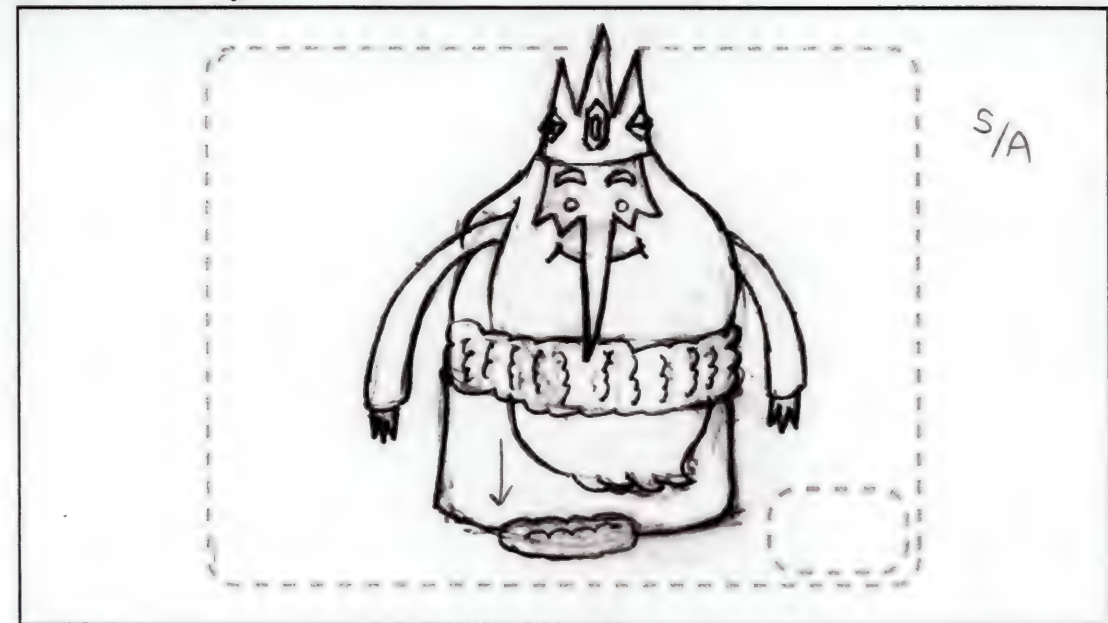


Sc. 5 *CONT*

Pnl. J

Bg.

day night



Dialog:

Action: IK PUTS A WOOL THING
ON HIS FOOT.

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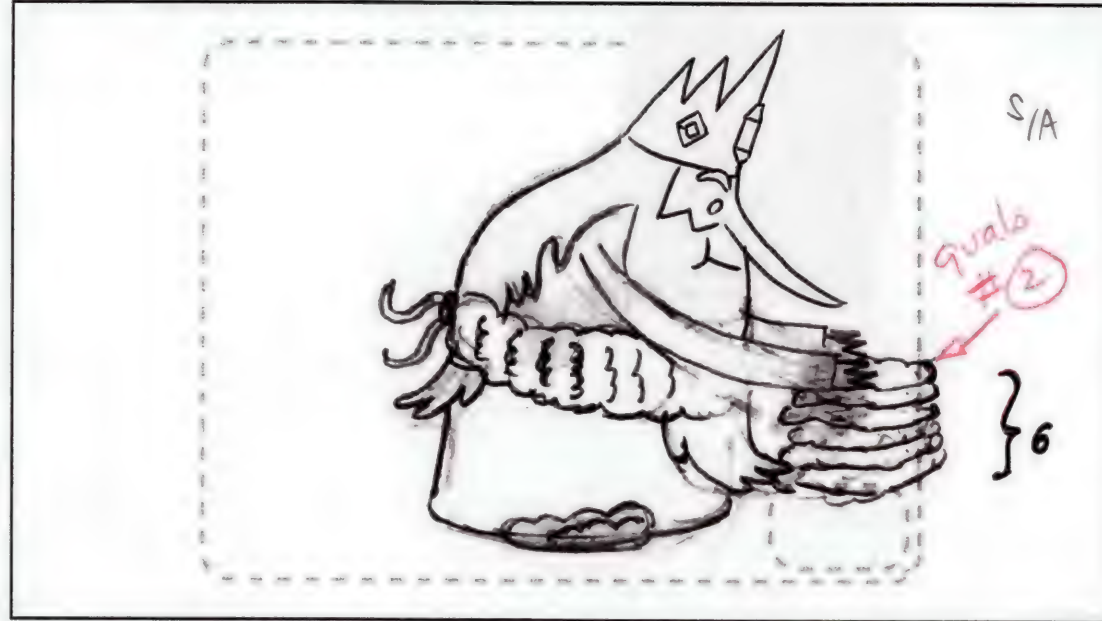
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Sc. 5 *CONT*

Pnl. K

Bg.

day night



Sc. 5 *CONT*

Pnl. L

Bg.

day night



Dialog:

Action: IK REACHES FOR ANOTHER
WOOL THING.

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Timing:

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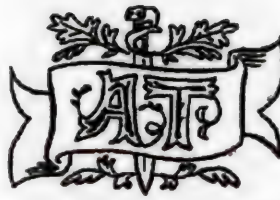
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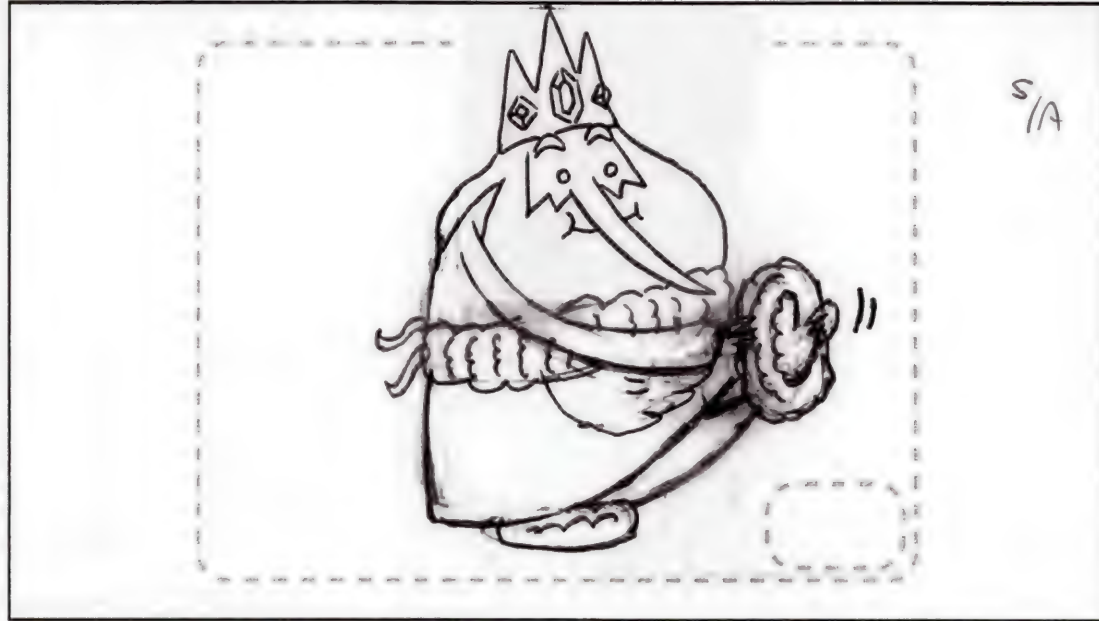
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Sc. 5 *CONT*

Pnl. M

Bg.

day night

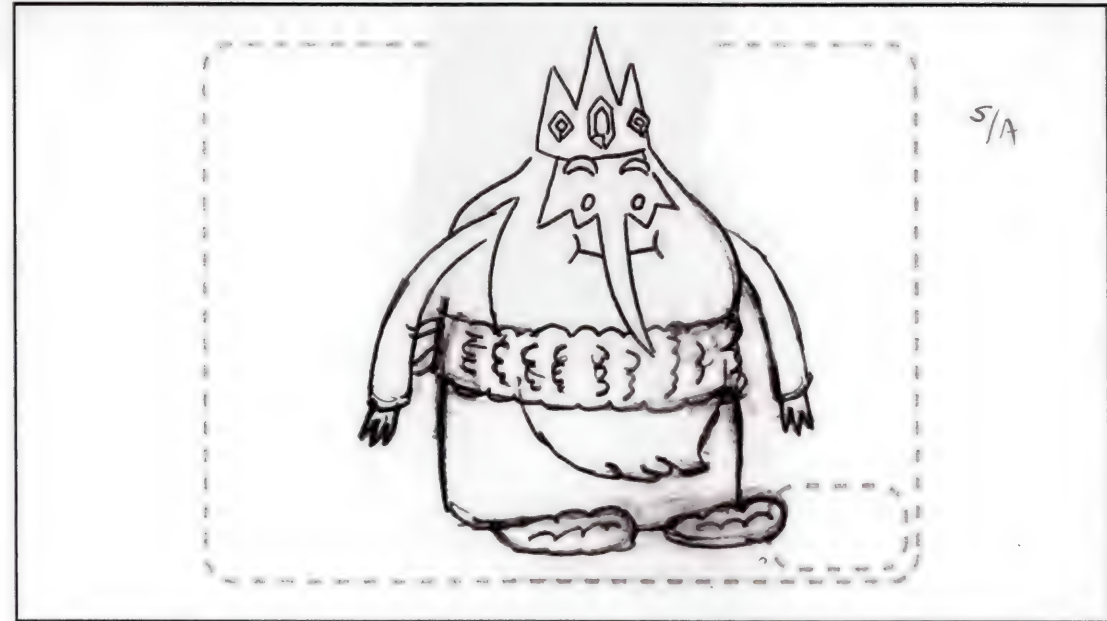


Sc. 5 *CONT*

Pnl. N

Bg.

day night



Dialog:

Action:

IK PUTS ANOTHER WOOL THING
ON HIS FOOT.

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Timing:

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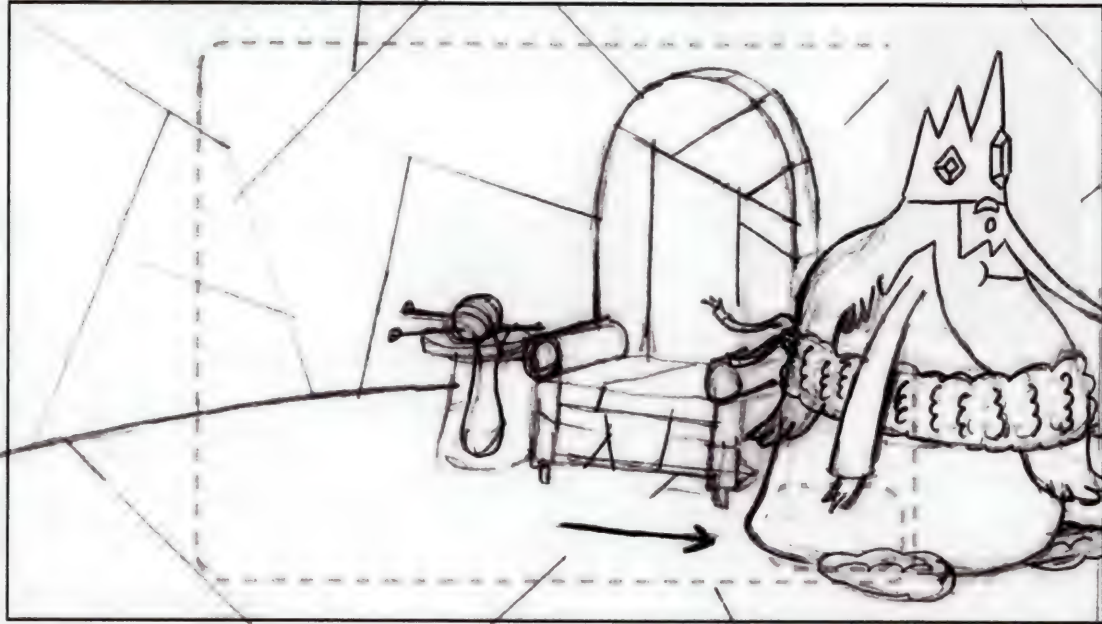
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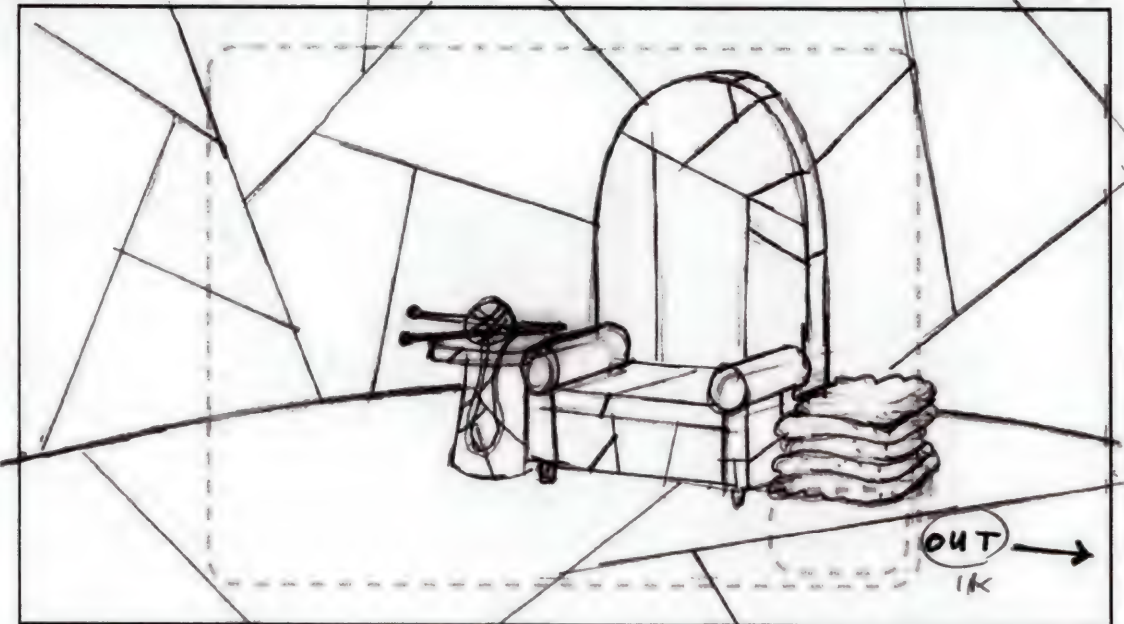


Page 26

Sc. 5 *cont* Pnl. O Bg. day night



Sc. 5 *cont* Pnl. P Bg. day night



Dialog:

Action:
- IK WALKS OUT.

Timing:

OCT 09 2014

Cont

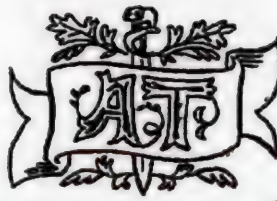
1025-198

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Production :

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ADVENTURE TIME

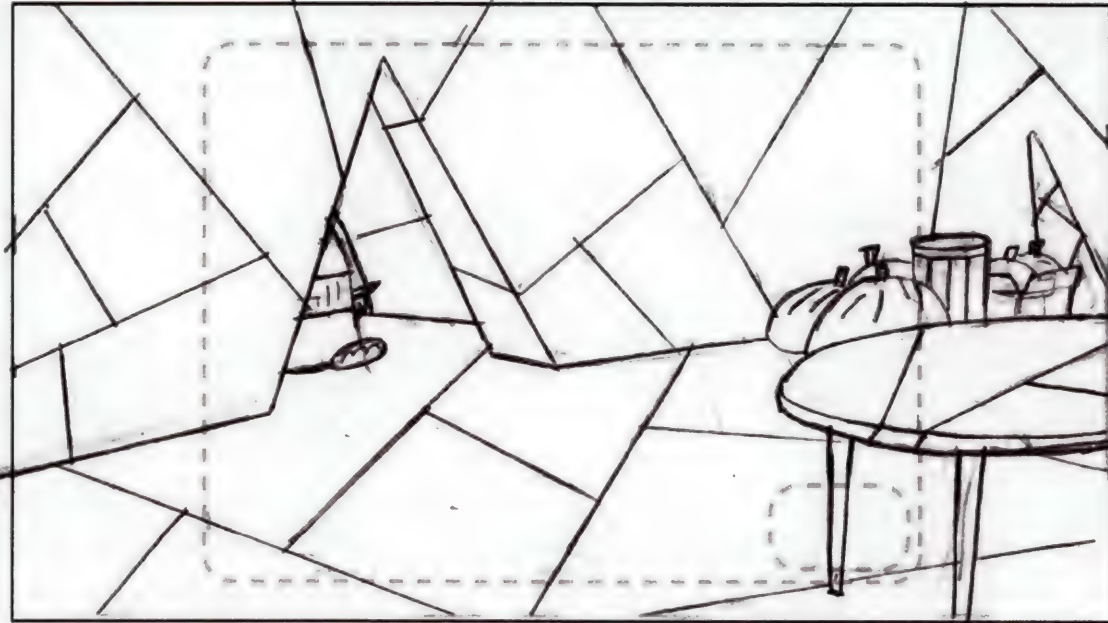
Page 27

Sc. 6

Pnl. A

Bg.

day night



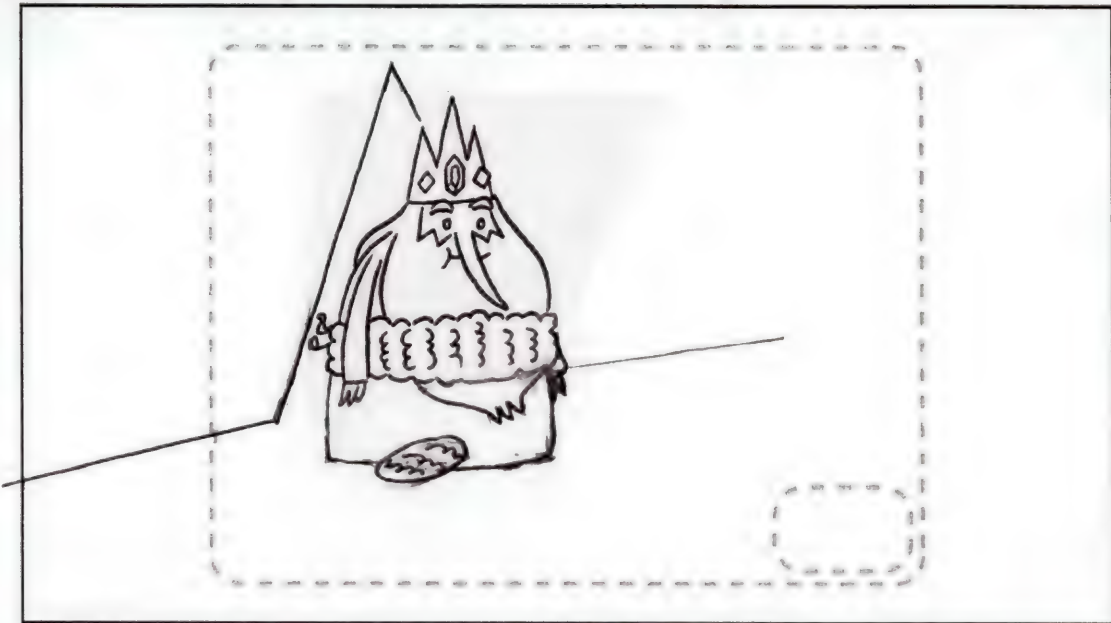
Sc. 6

CONT

Pnl. B

Bg.

day night



Dialog:

PENGUINS: WENK WENK WENK WENK!

PENGUINS: NIK NIK NIK NIK NIK! (LAUGHTER.)

Action:

- IK WALKS INTO KITCHEN.

NO
F.G.
OBJECT

Timing:

OCT 09 2014

Production :

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EPISODE #

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ADVENTURE TIME



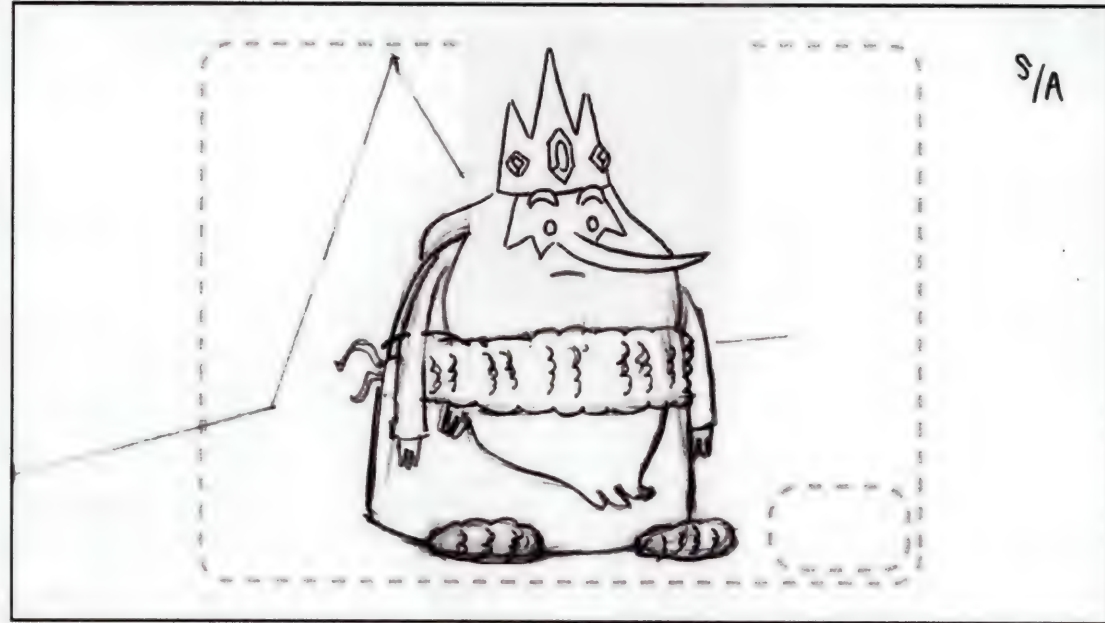
Page 28

Sc. 6 *cont*

Pnl. C

Bg.

day night

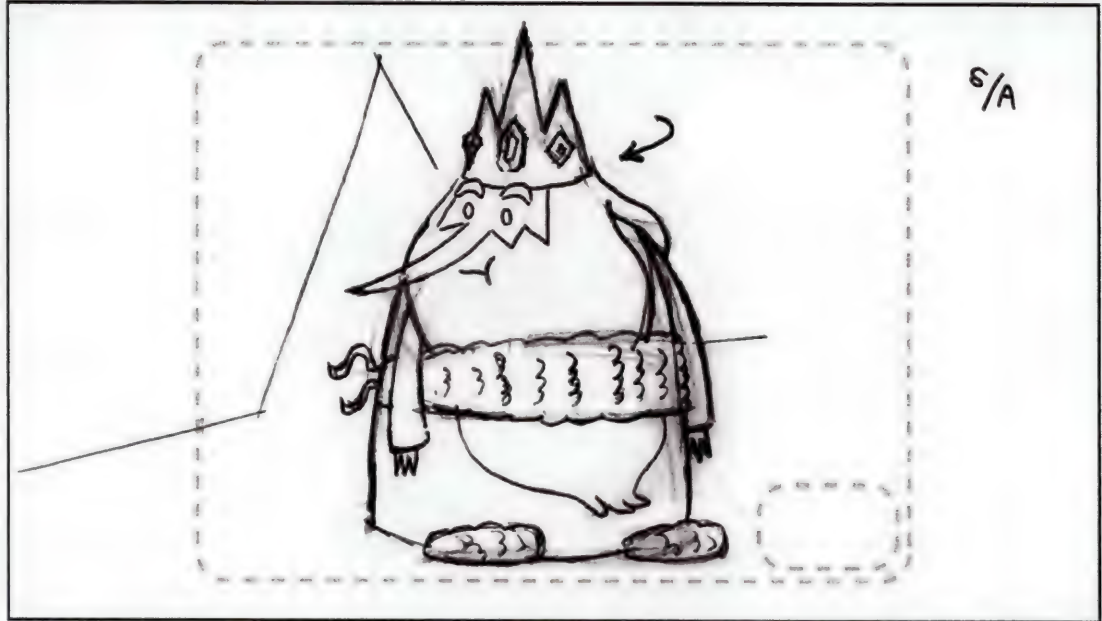


Sc. 6 *cont*

Pnl. D

Bg.

day night



Dialog:

Action: IK STOPS. HE THINKS HE HAS
HEARD SOMETHING.

-IK LOOKS AROUND

OCT 09 2014

Timing:

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Production :

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ADVENTURE TIME



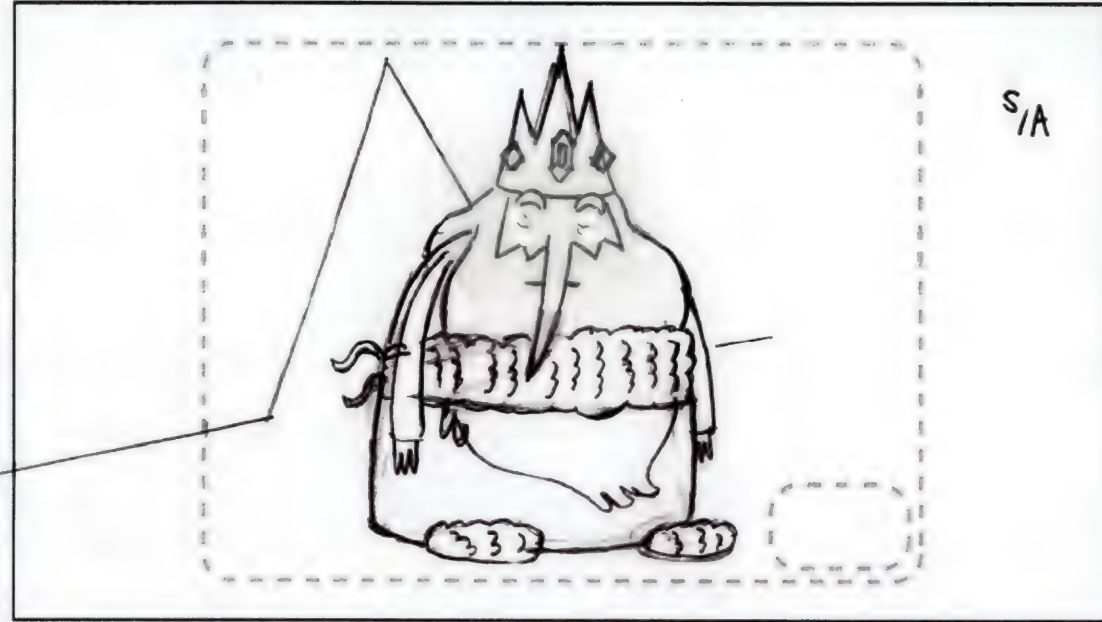
Page 29

Sc. 6 *CONT*

Pnl. E

Bg.

day night

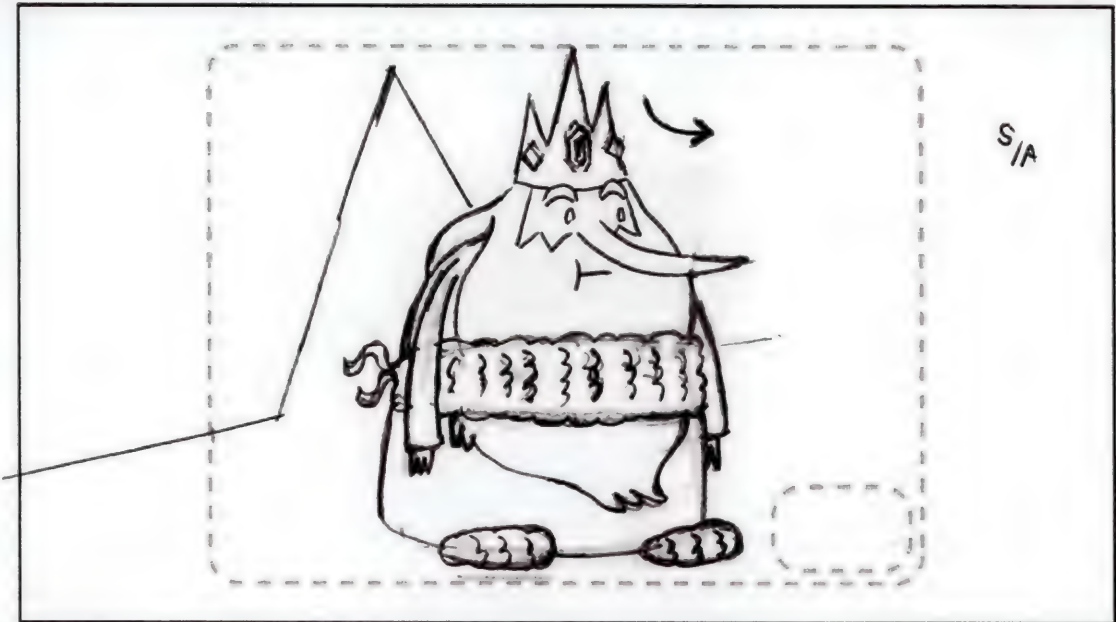


Sc. 6 *CONT*

Pnl. F

Bg.

day night



Dialog:

Action:

- KK LOOKS TO THE RIGHT

Timing:

OCT 09 2014

Production :

EPISODE #

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1025/198

ADVENTURE TIME

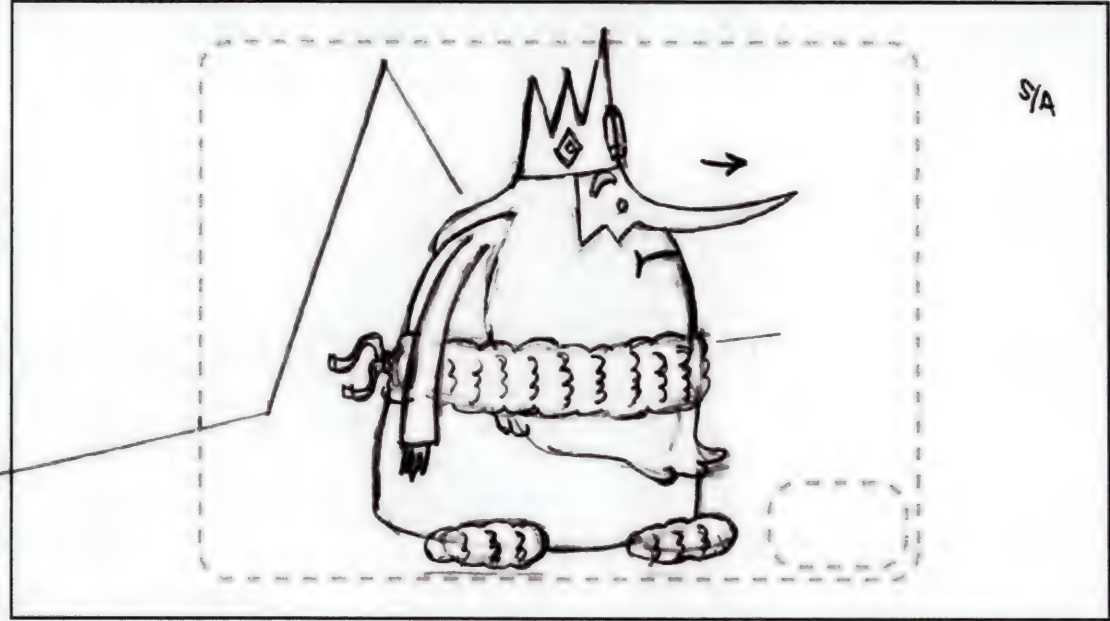


Sc. 6 *CONT*

Pnl. G

Bg.

day night

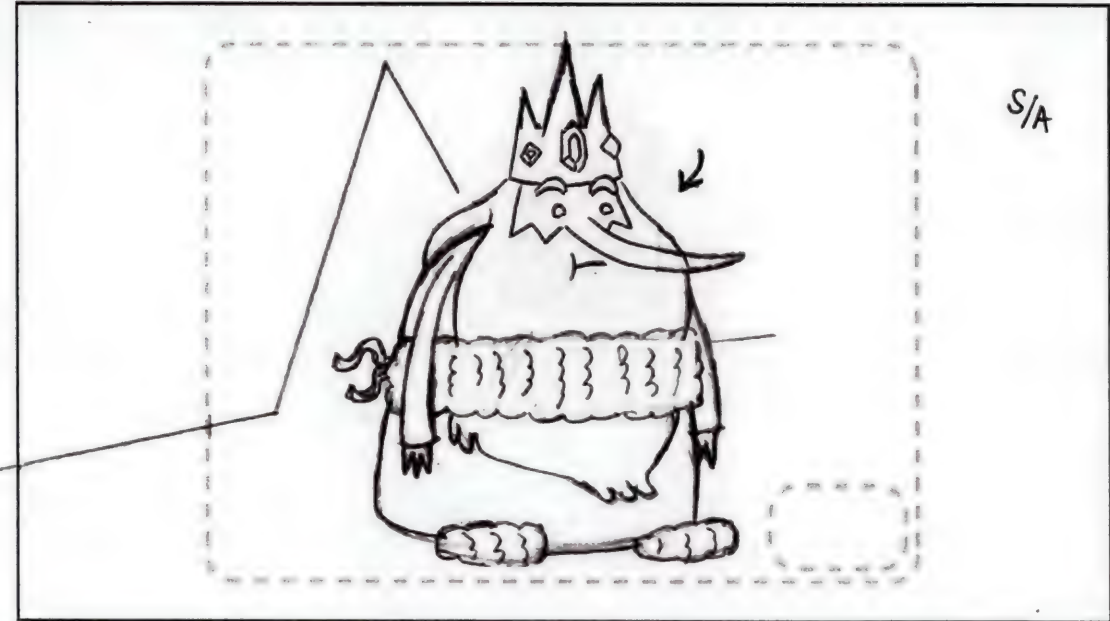


Sc. 6 *CONT*

Pnl. H

Bg.

day night



Dialog:

Action:

HOLD (THINKING.)

Timing:

OCT 09 2014

Production :

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1025/198

ADVENTURE TIME



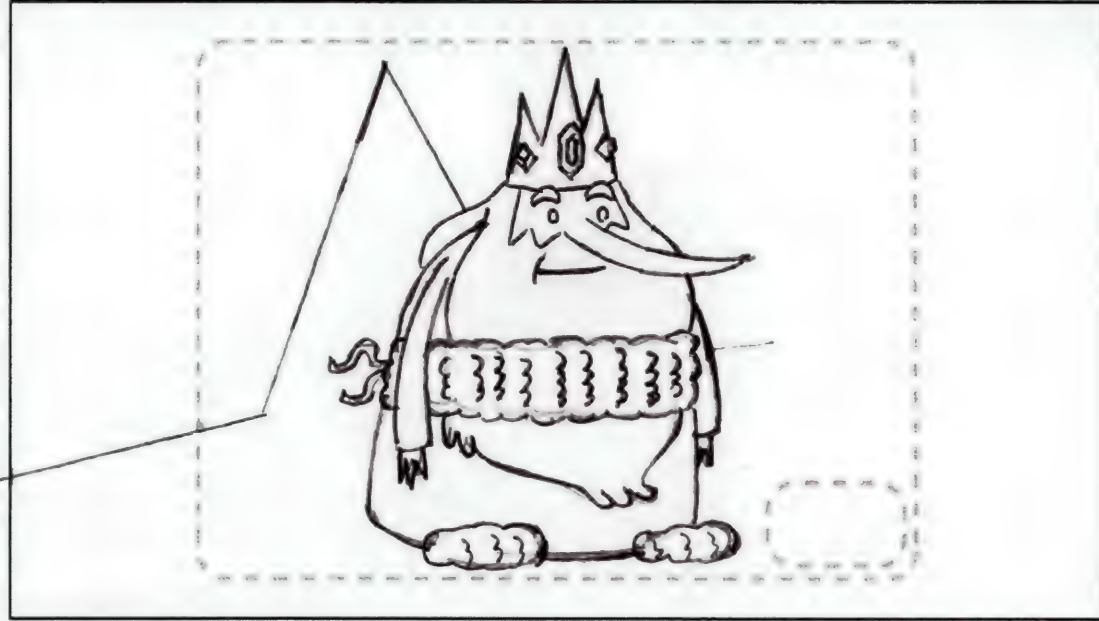
Page **31**

Sc. **6 CONT**

Pnl. **I**

Bg.

day night

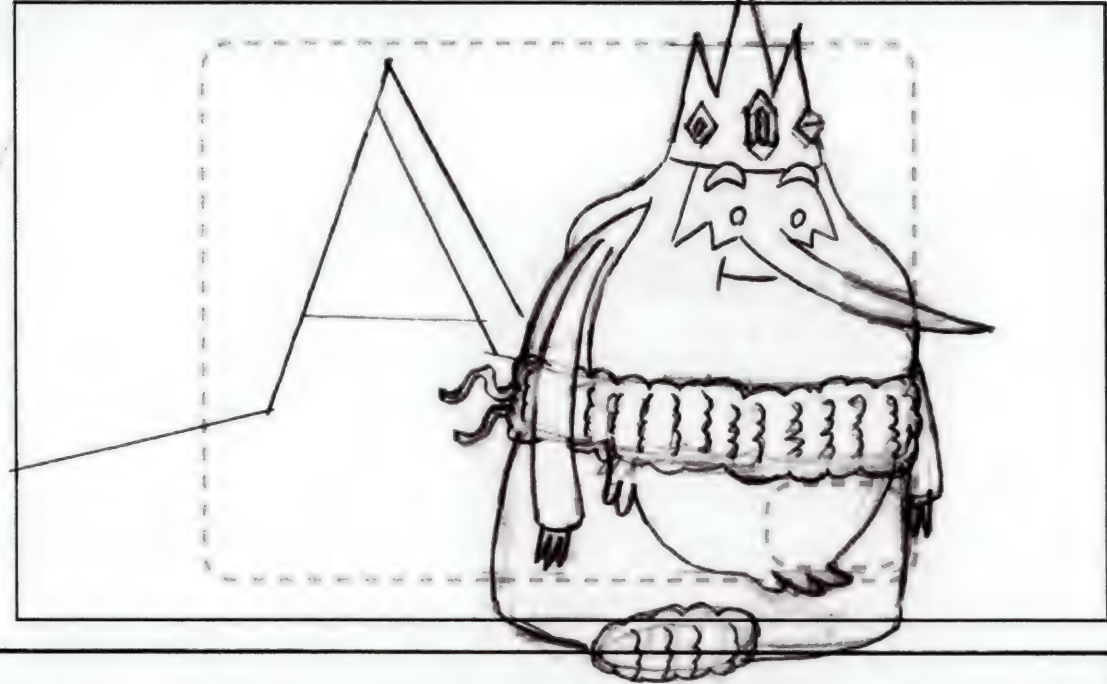


Sc. **6 CONT**

Pnl. **J**

Bg.

day night



Dialog:

IK: HM.

Action:

(IK THINKS HE WAS IMAGINING
THE FUNNY SOUNDS.)

IK CONTINUES WALKING
THROUGH THE ROOM.

OCT 10 1988

Timing:

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EPISODE #

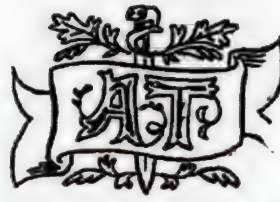
1025/198

Production :

1025/198

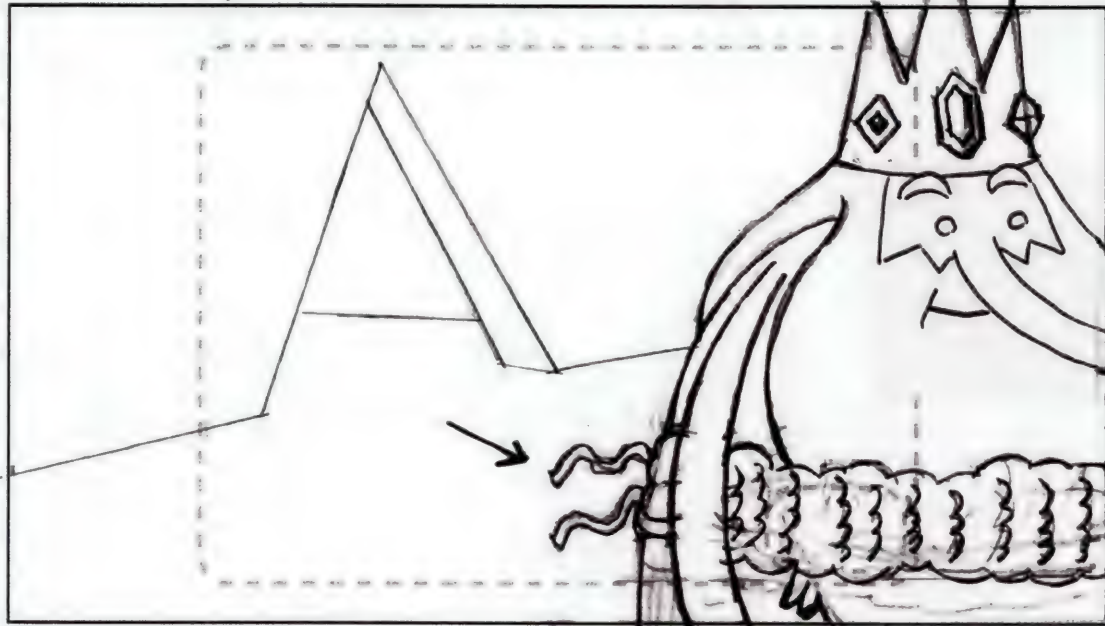
1025/198

ADVENTURE TIME

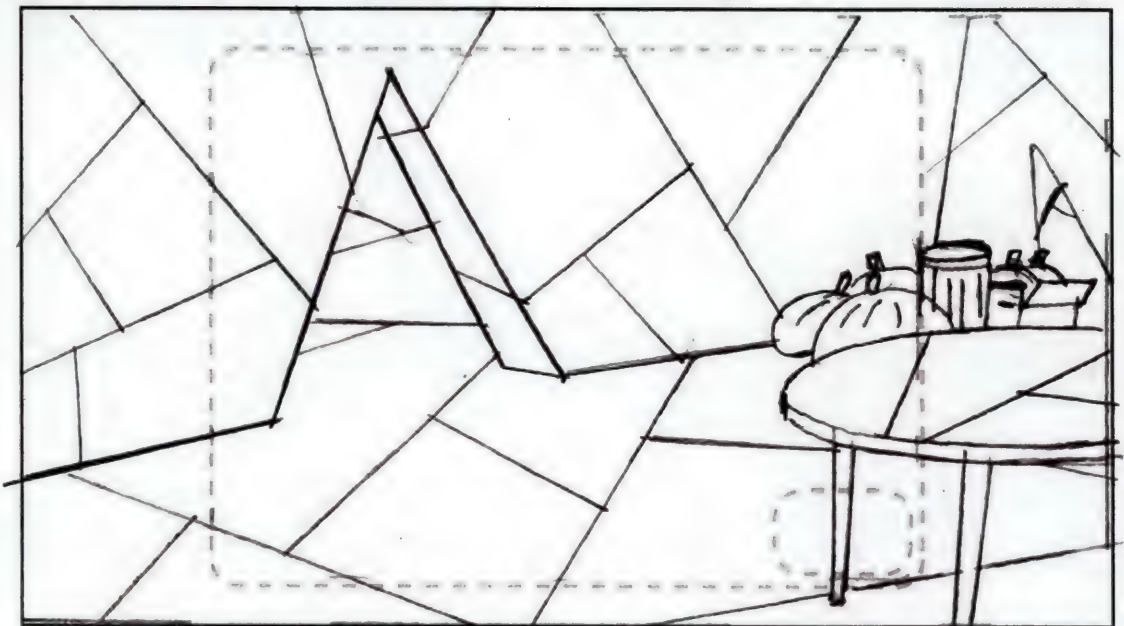


Page 32

Sc. 6 *cont* Pnl. K Bg. day night



Sc. 6 *cont* Pnl. L Bg. day night



Dialog:

Action:

-lk WALK OFF/S.

Timing:

OCT 09 2014

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EPISODE #

Production :

1025/198

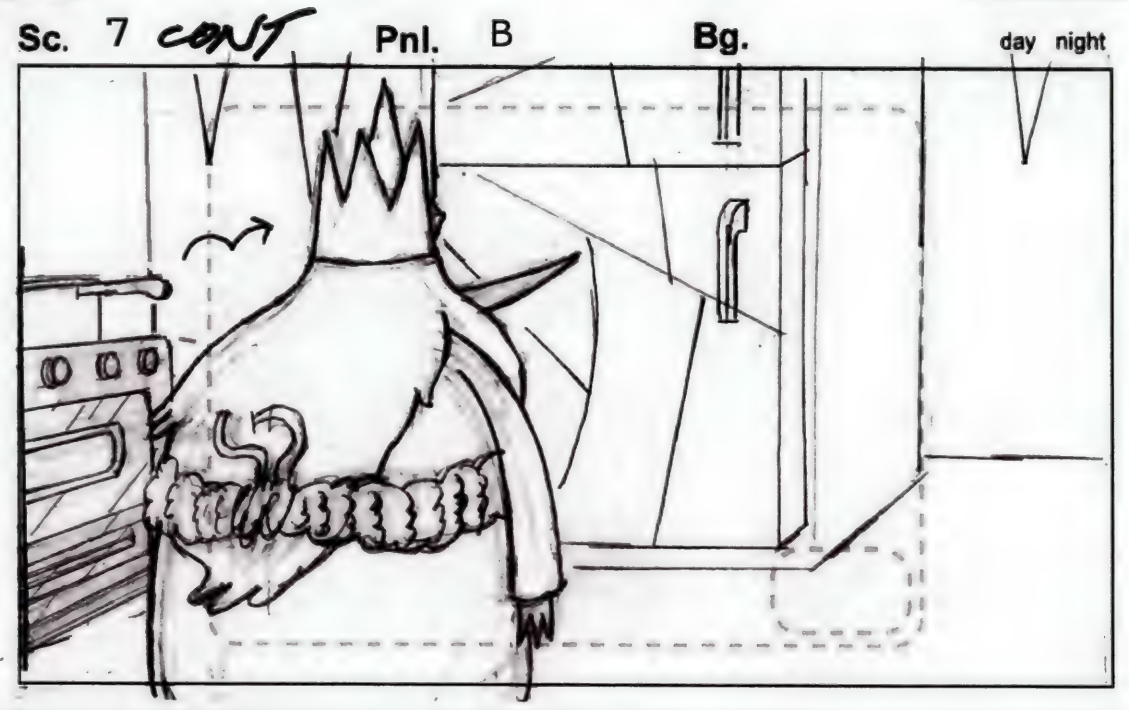
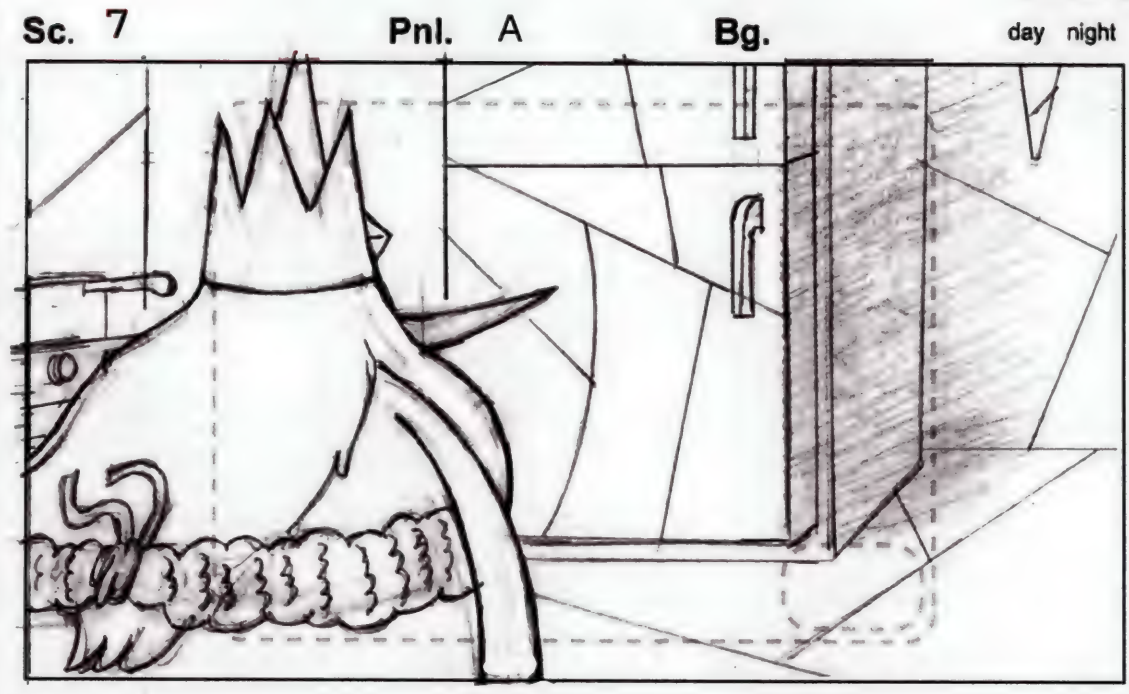
1025/198

1025/198

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Cut

ADVENTURE TIME



Dialog:	PENGUINS: WENK WENK WENK
Action:	IK WALKS IN
Timing:	OCT 09 2014

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1025/198

Production :

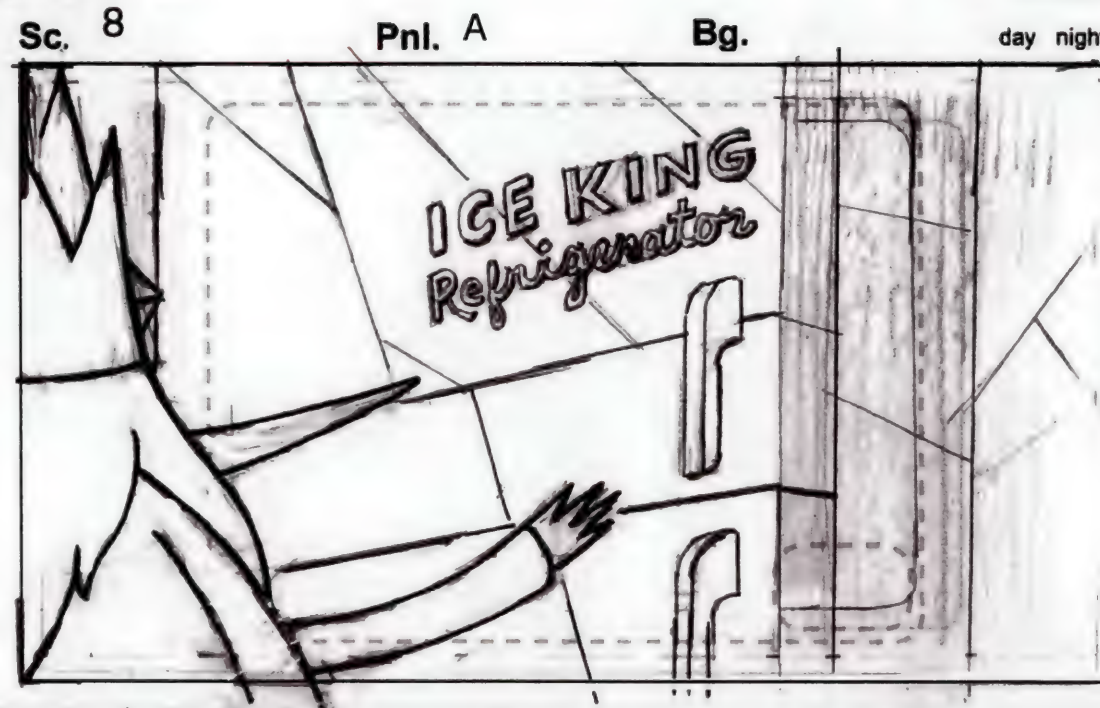
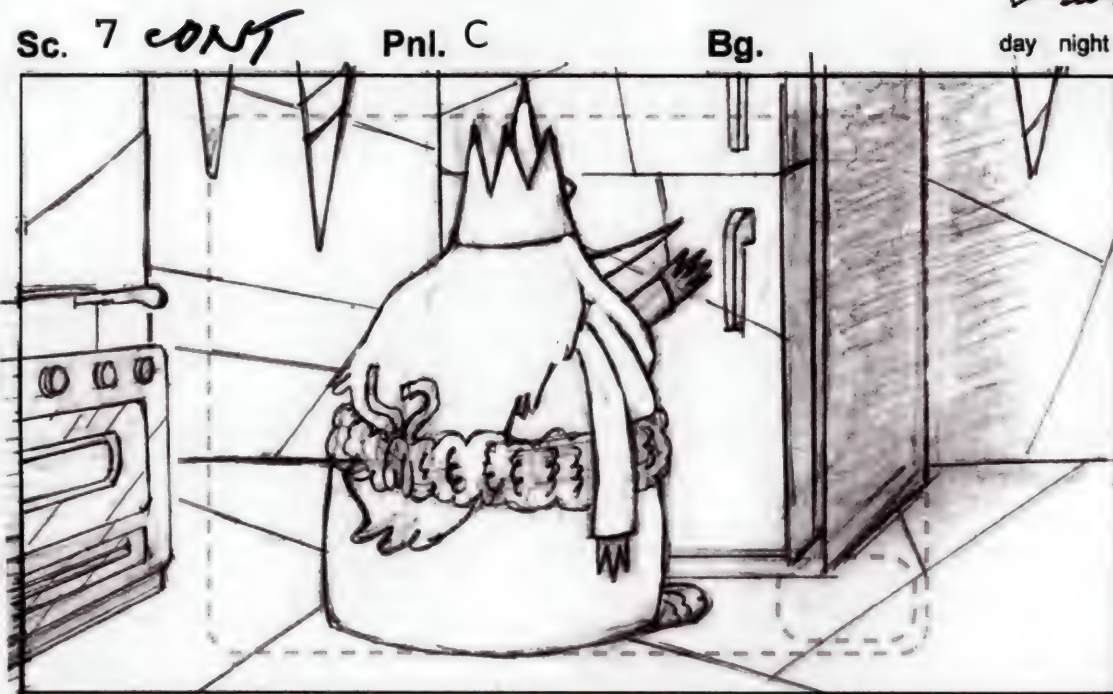
1025/198

ADVENTURE TIME



My Cut

Page **34**



Dialog:

PENGUINS: WENK WENK WENK

↑
START POSE

Action: IK STOPS WALKING/
REACHES UP WITH HIS LEFT HAND.

IK REACHES (WITH HIS LEFT HAND)

OCT 09 2014

Timing:

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Production :

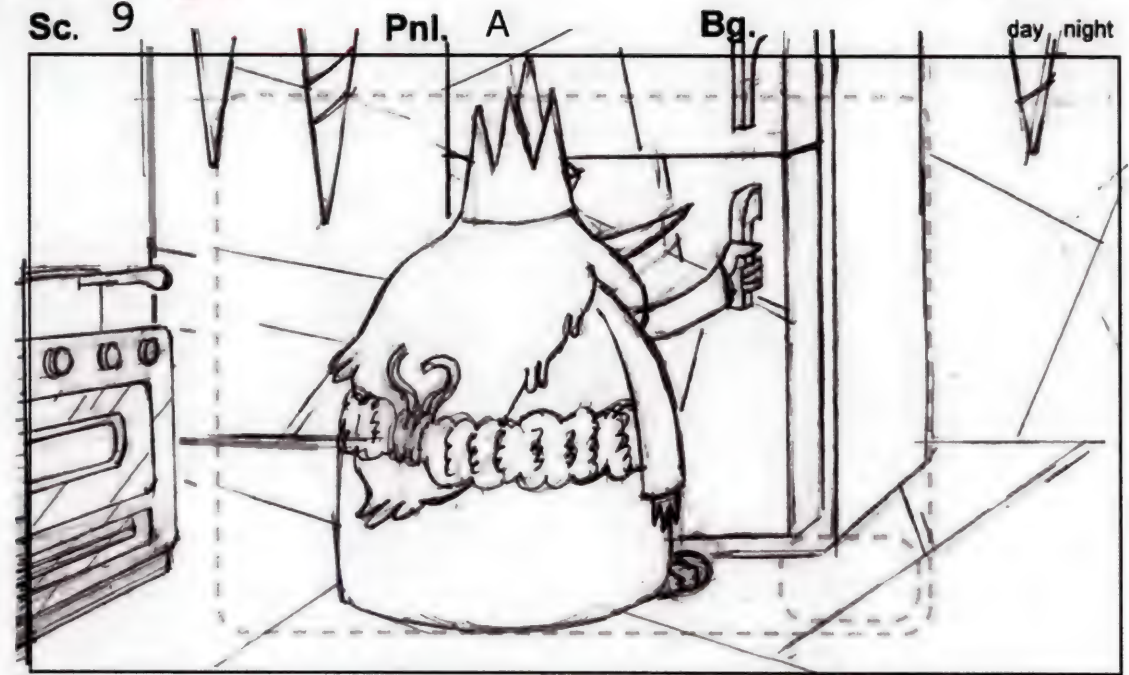
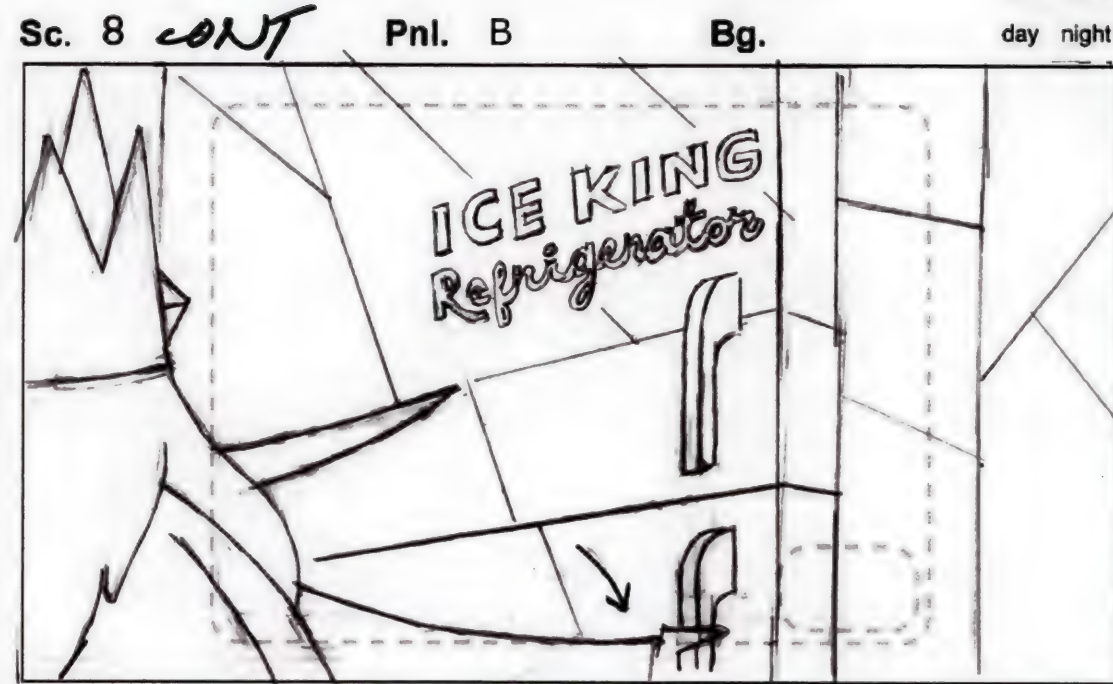
1025/198

ADVENTURE TIME



Ho
Cut

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Dialog:

PENGUINS: WENK WENK WENK

Action:

IK GRABS HANDLE.

OCT 09 2014

Timing:

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EPISODE #

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Production :

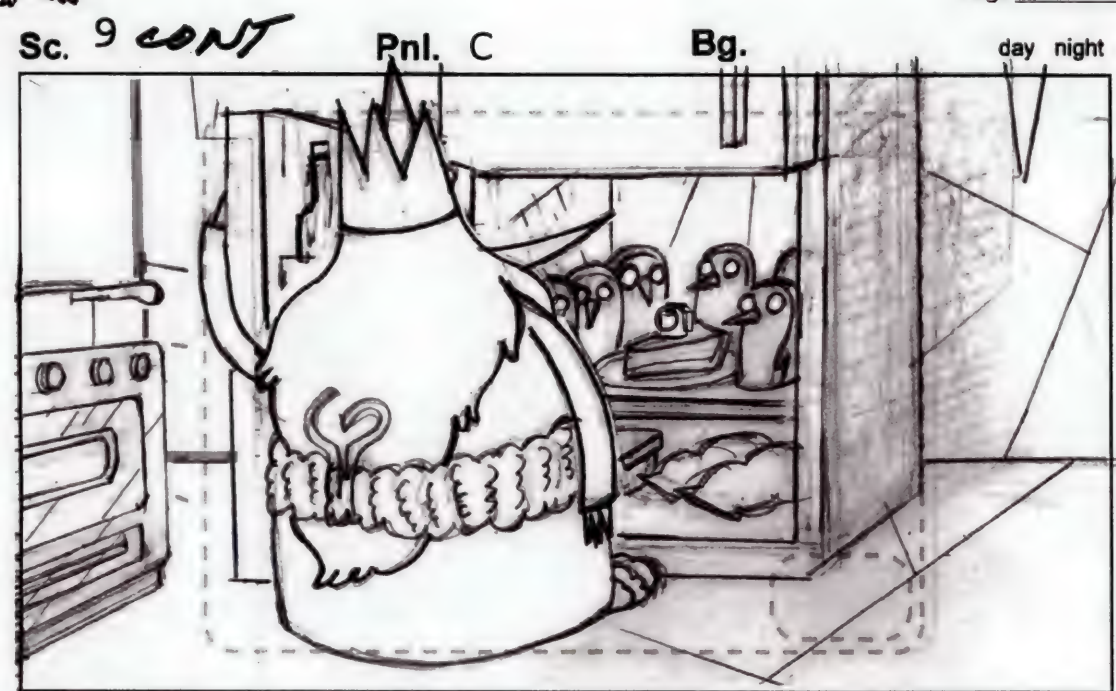
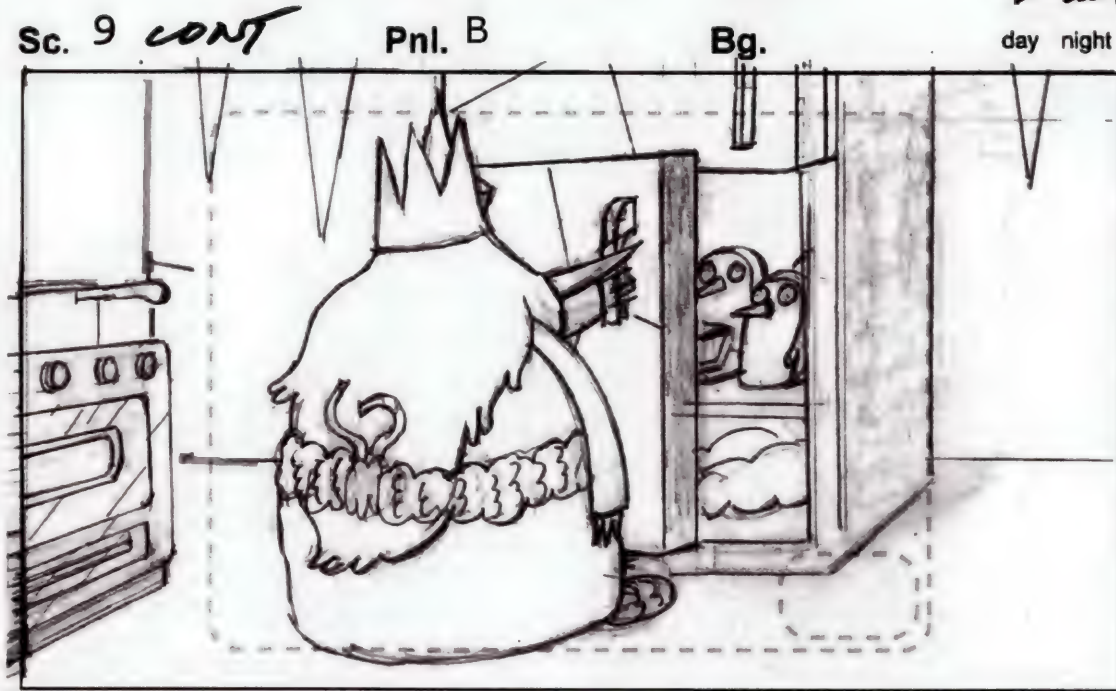
1025/198

ADVENTURE TIME



Page 36

*Hu
Cut*



Dialog:

*SFX: *CHKK**

PENGUINS: WENK WENK WENK

Action:

-IK OPENS REFRIGERATOR TO REVEAL PENGUINS.

OCT 09 2014

Timing:

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EPISODE #

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Production :

1025/198

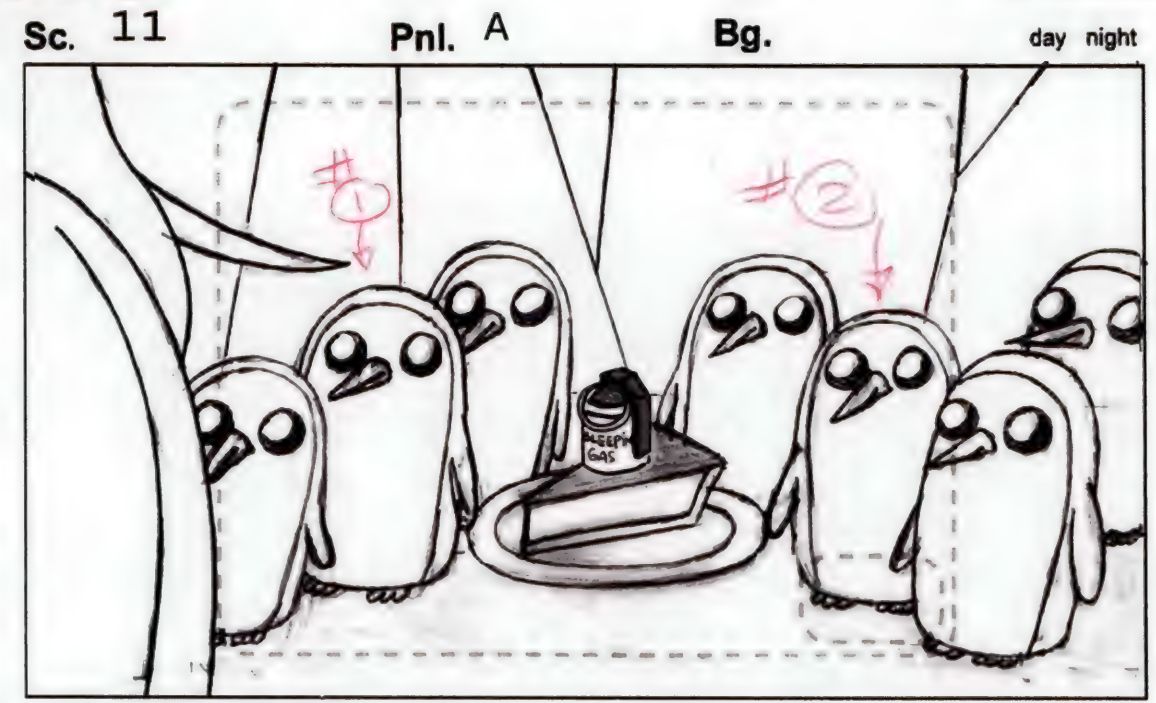
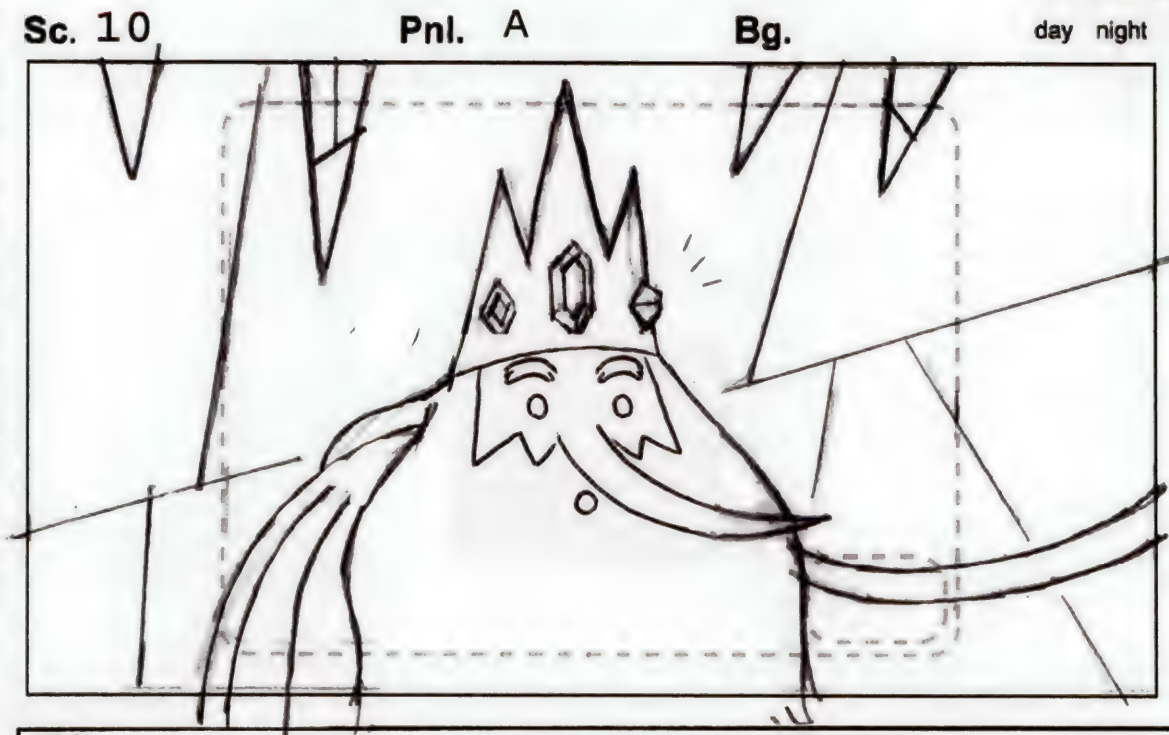
1025/198

Ho
Cut

ADVENTURE TIME



Ho
Cut



Dialog:	<u>IK: OH!</u>	
Action:	- IK REACTS WITH SURPRISE.	- PENGUINS STAND SILENTLY AROUND CHEESECAKE.
Timing:		

1025/198

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EPISODE #

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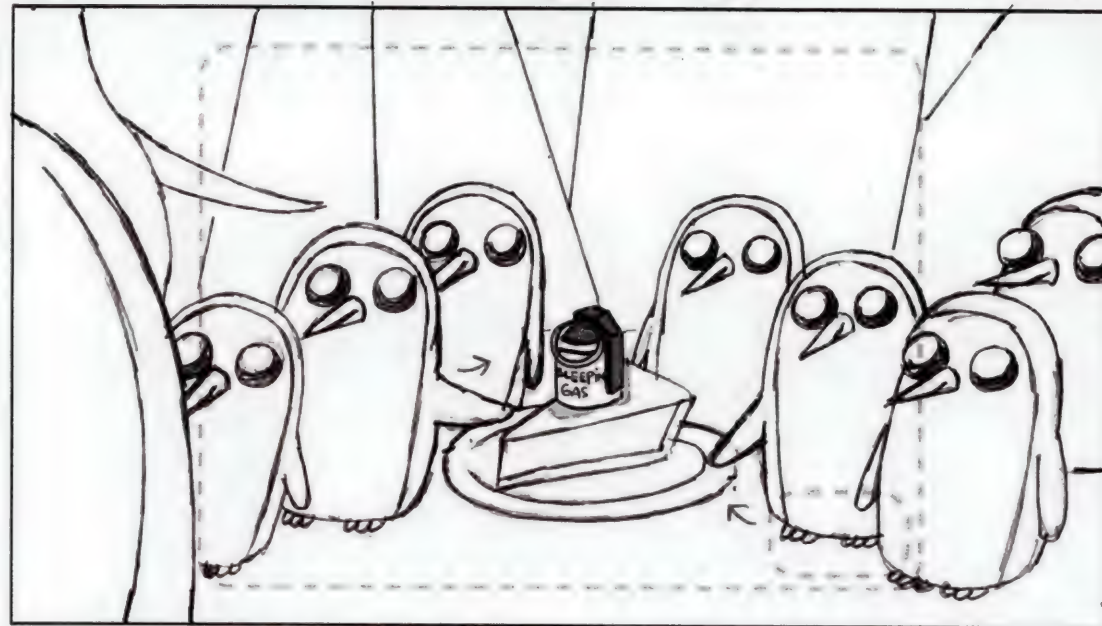
Production :

ADVENTURE TIME

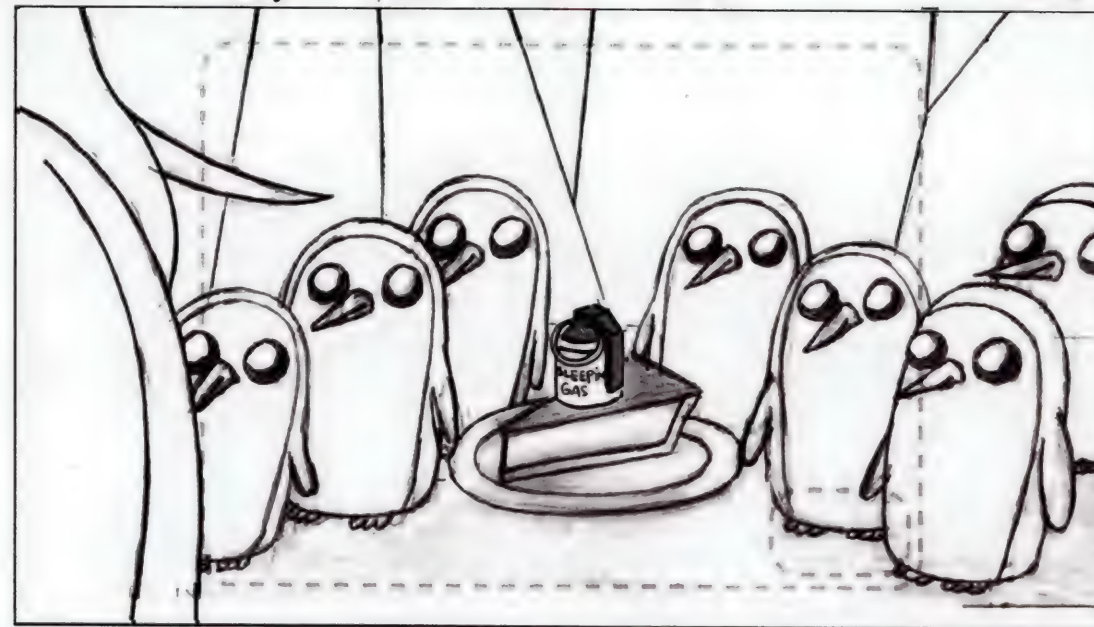


Page 38

Sc. 11 *CONT* Pnl. *B* Bg. day night



Sc. 11 *CONT* Pnl. *C* Bg. day night



Dialog:

Action: PENGUINS POINT TO
THE CHEESECAKE.

RE-USE POSE 1

OCT 09 2011

Timing:

Production :

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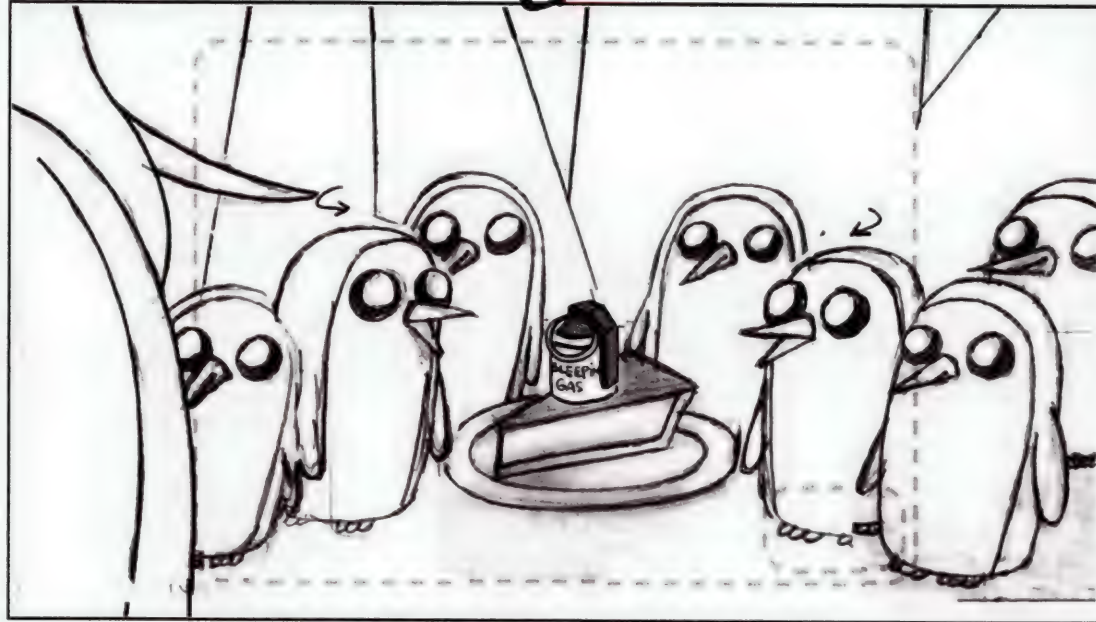
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ADVENTURE TIME

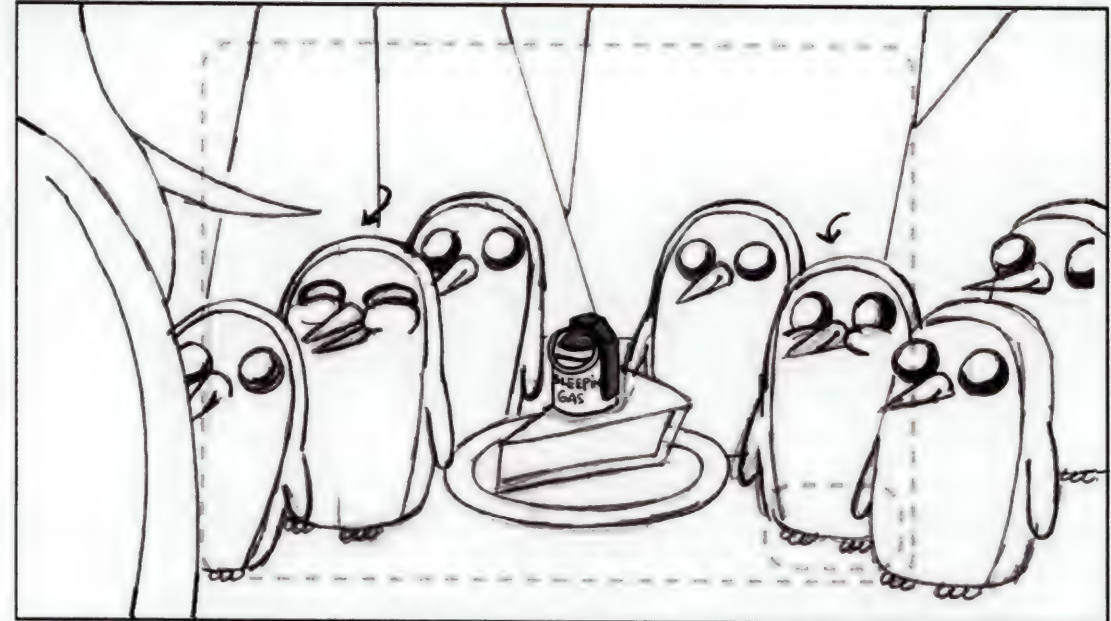


Page 39

Sc. 11 *CONT* Pnl. *D* Bg. day night



Sc. 11 *CONT* Pnl. *E* Bg. day night



Dialog:
PENGUINS: 1 WENK WENK WENK.
2 WENK WENK.

PENGUINS: [STIFLED LAUGHTER.]

Action: PENGUINS TALK TO
EACH OTHER.

PENGUINS LOOKING SUSPICIOUS,
STIFLING LAUGHTER.

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Timing:

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ADVENTURE TIME



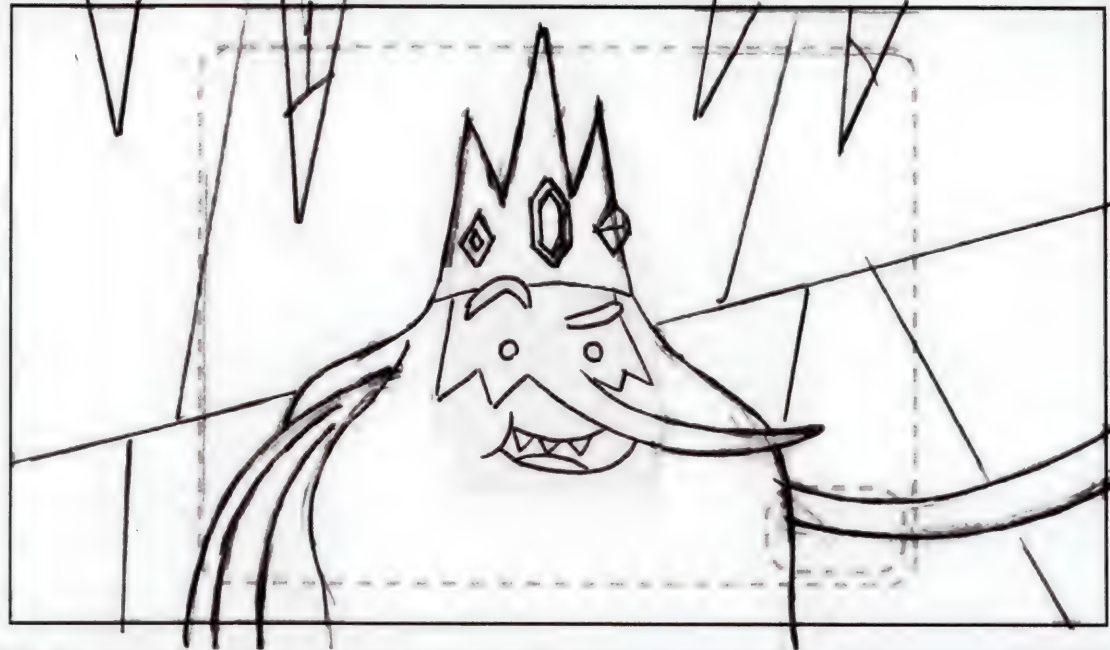
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Sc. 12

Pnl. A

Bg.

day night

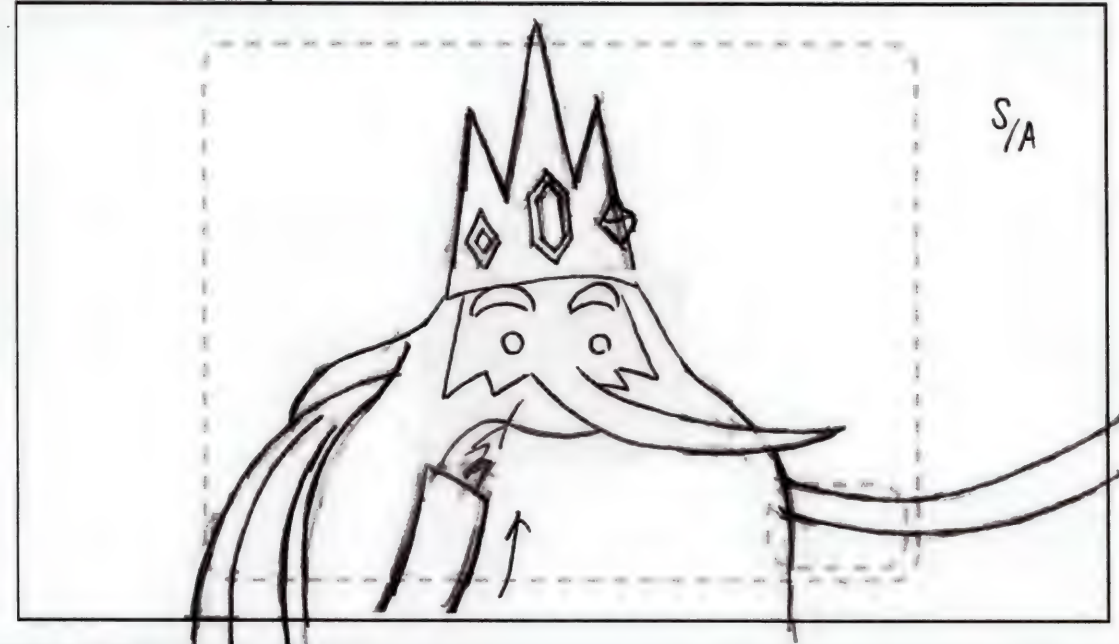


Sc. 12 *CONT*

Pnl. B

Bg.

day night



Dialog:

IK: NOW WHAT ARE YOU
GUYS UP TO...

PENGUINS: [STIFLED LAUGHTER.]

Action:

-IK ARCHES ONE EYEBROW.

(A)



Timing:

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ADVENTURE TIME



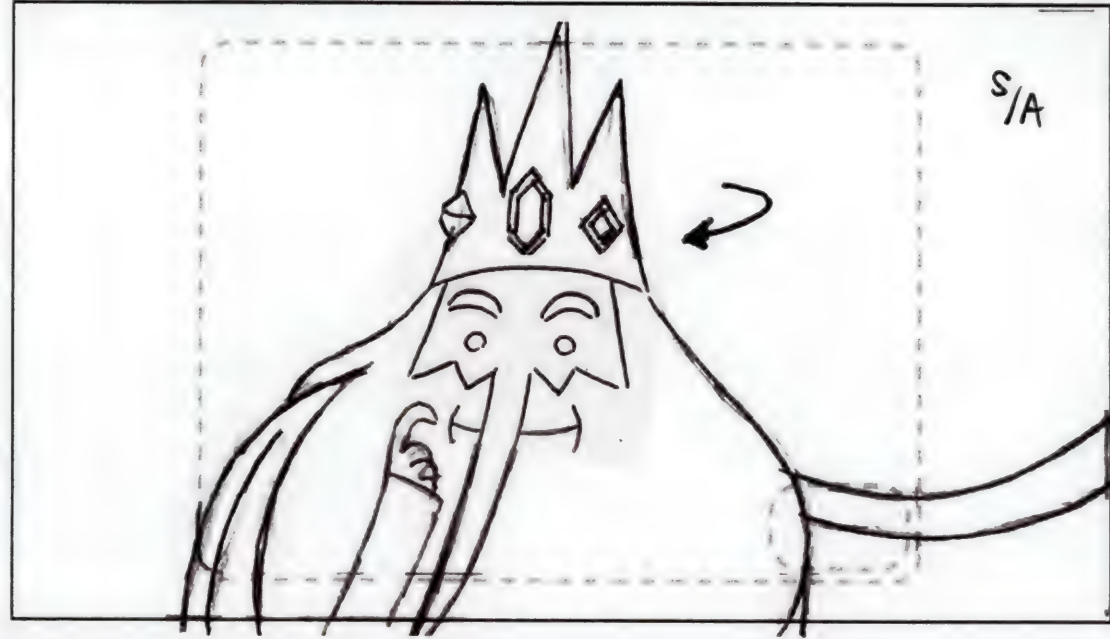
Page 41

Sc. 12 *CONT*

Pnl. C

Bg.

day night

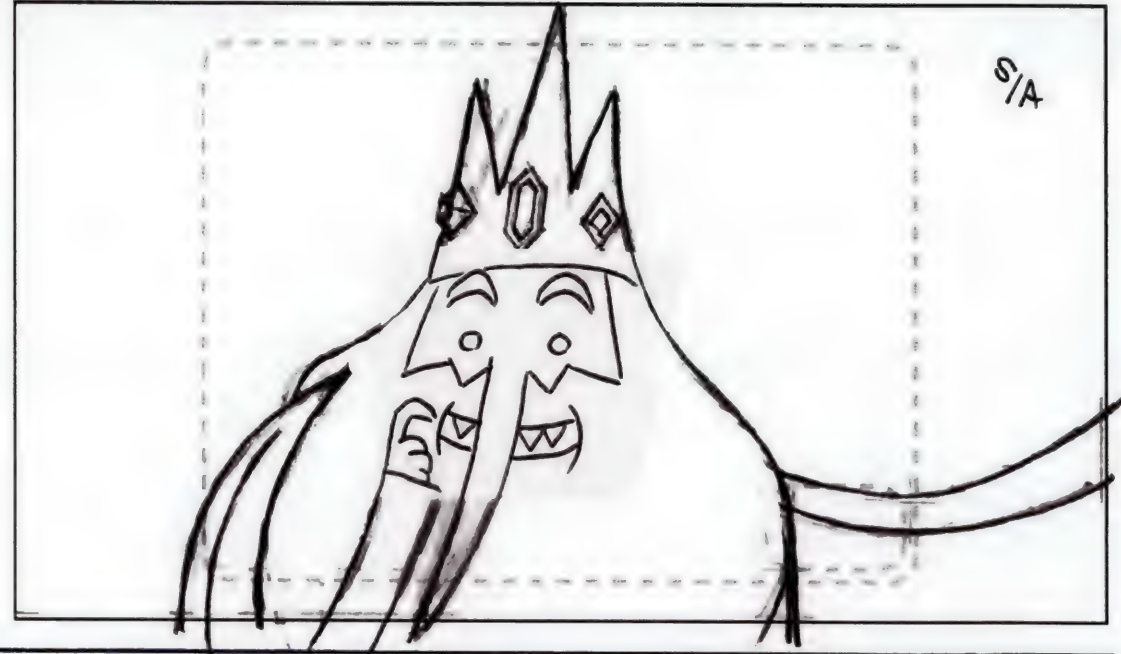


Sc. 12 *CONT*

Pnl. D

Bg.

day night



Dialog:

IK: AH, HERE'S MY MAN GUNTER.

Action:

-IK LOOKS LEFT.

Timing:

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Art



ADVENTURE TIME

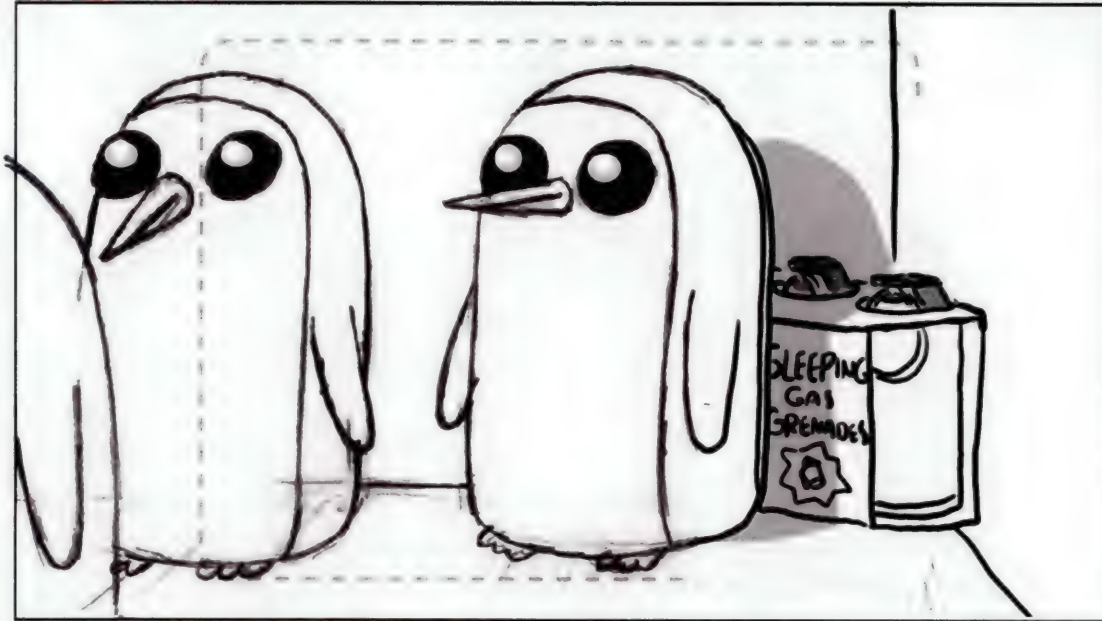
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Sc. 13

Pnl. A

Bg.

day night

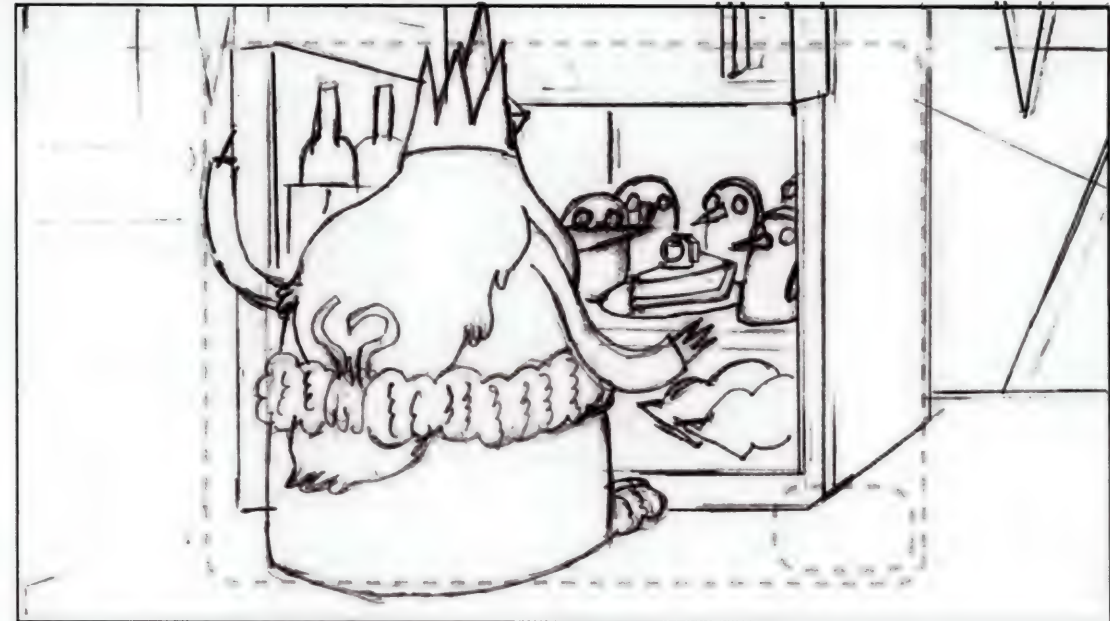


Sc. 14

Pnl. A

Bg.

day night



Dialog:

IK:

YOU'RE HANGIN WITH
A BAD CROWD,
GUNTZ.

IK:

ALRIGHT, GUYS.
JUST LET ME...

Action:

- GUNTER STANDS IN CORNER
IN FRONT OF BOTTLE.

Timing:

OCT 09 2014

Production :

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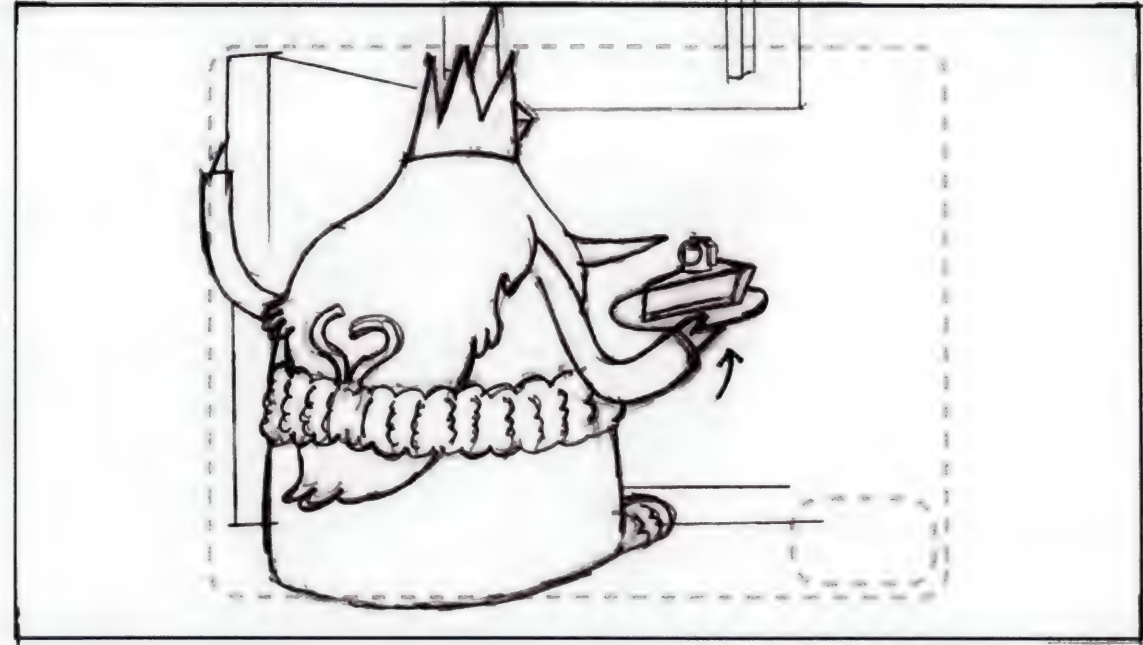
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1025/198

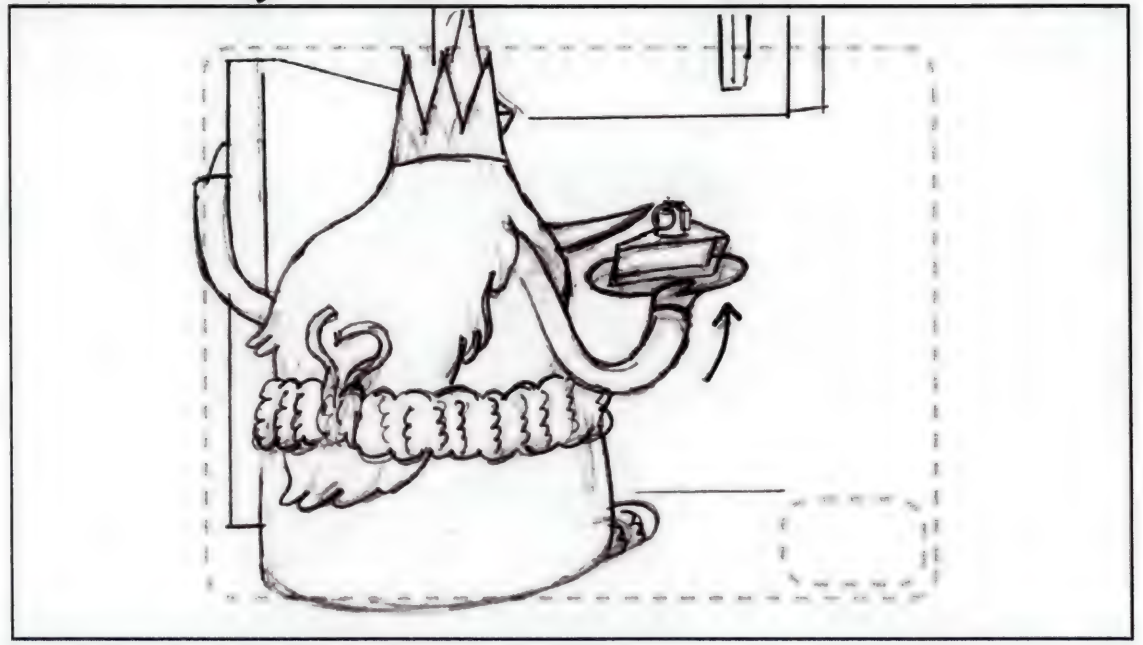
ADVENTURE TIME



Sc. 14 *cont* Pnl. B Bg. day night



Sc. 14 *cont* Pnl. C Bg. day night



Dialog:	<u>IK</u> : ... RESCUE MY...	
Action:	IK GRABS PLATE.	IK LIFTS PLATE.
Timing:	OCT 09 2014	

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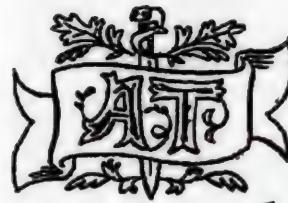
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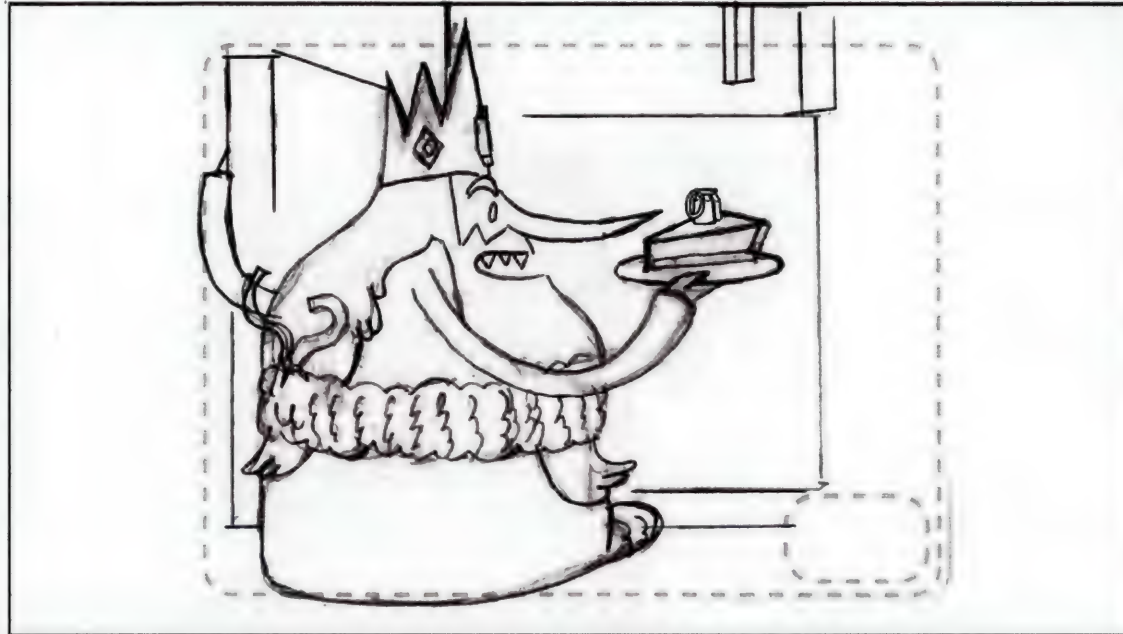
Production :

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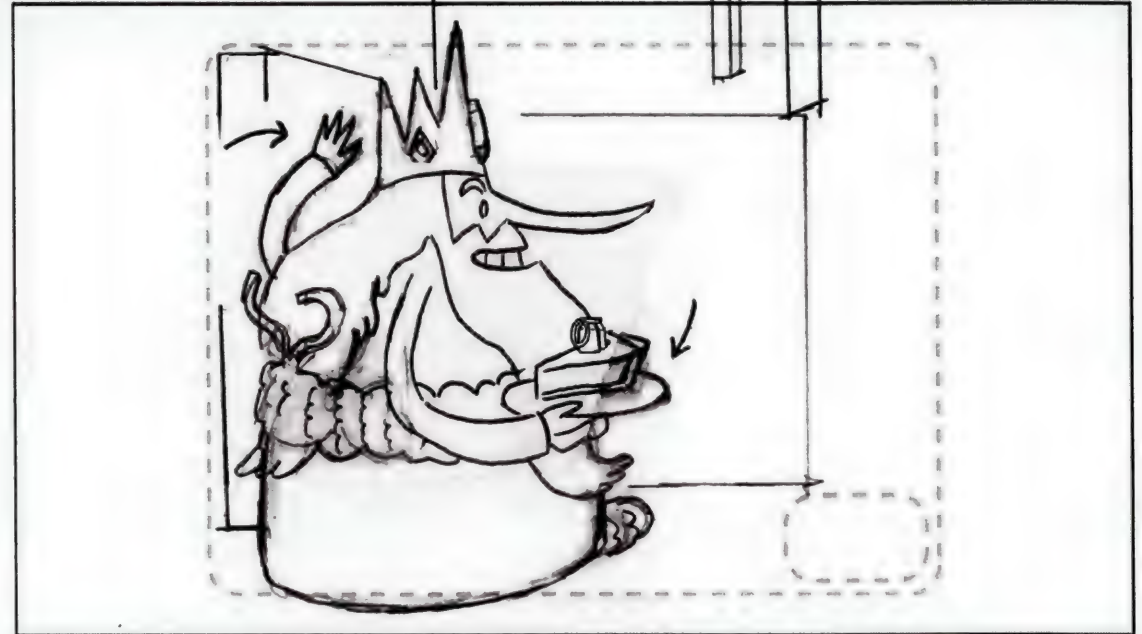
ADVENTURE TIME



Sc. 14 *CONT* Pnl. D Bg. day night



Sc. 14 *CONT* Pnl. E Bg. day night



Dialog: IK ... CHEESECAKE.

Action:

Timing:

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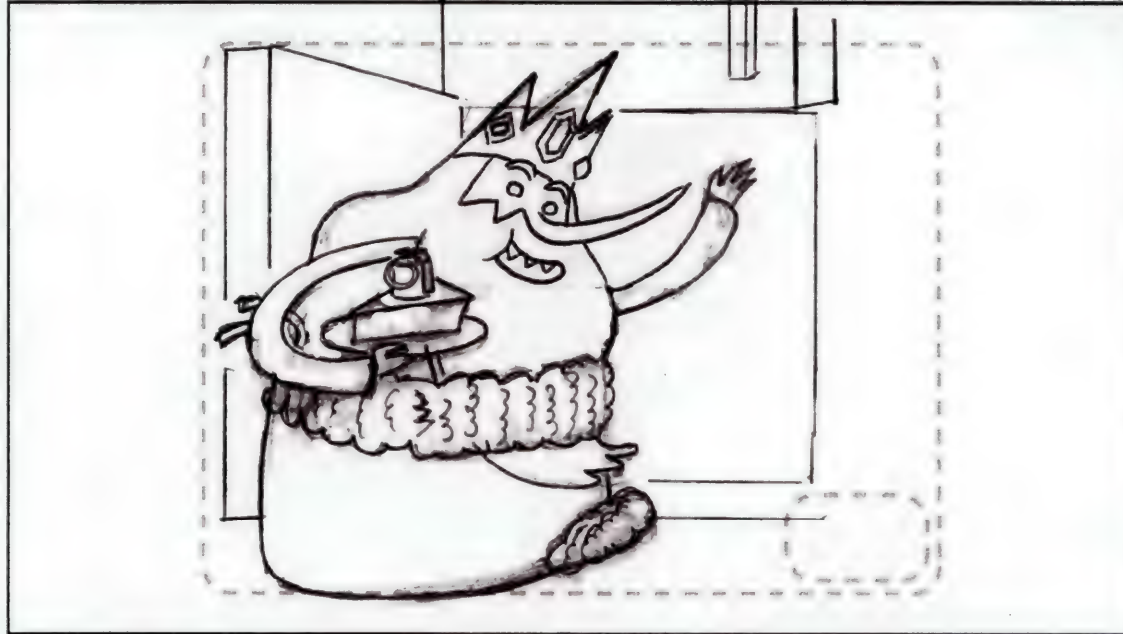
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ADVENTURE TIME



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Sc. 14 *CONT* Pnl. F Bg. day night



Sc. 15 Pnl. A Bg. day night



Dialog: IK: ...AND MY...

Action: IK ANTICS
GRABBING GUNTER

Timing:



IK: ... GUNTZ!
↑
HAND
START
POSE

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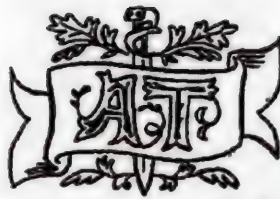
EPISODE #

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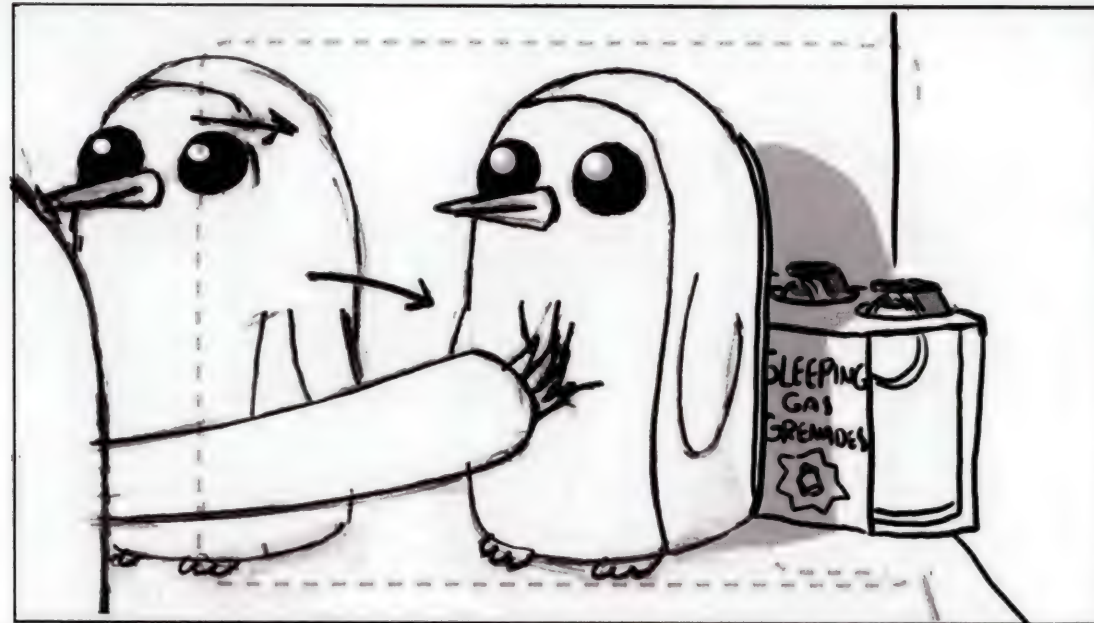


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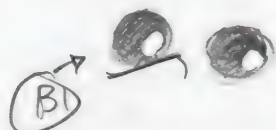
Sc. 15 *cont* Pnl. B Bg. day night



Sc. 15 *cont* Pnl. C Bg. day night



Dialog:



IK: [STRUGGLING]

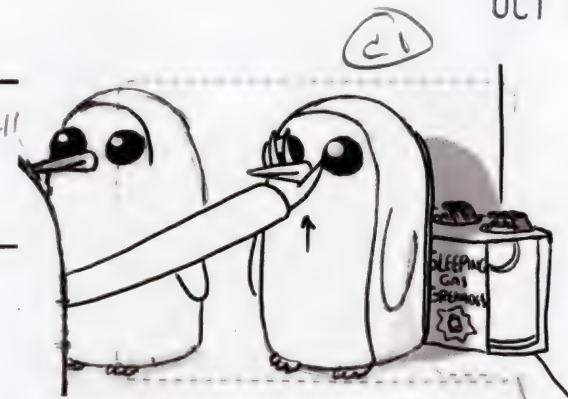
SFX: *THP*

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Action:

-IK REACHES BLI

Timing:



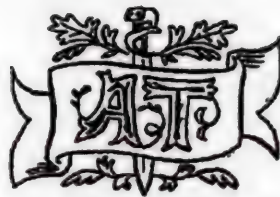
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ADVENTURE TIME

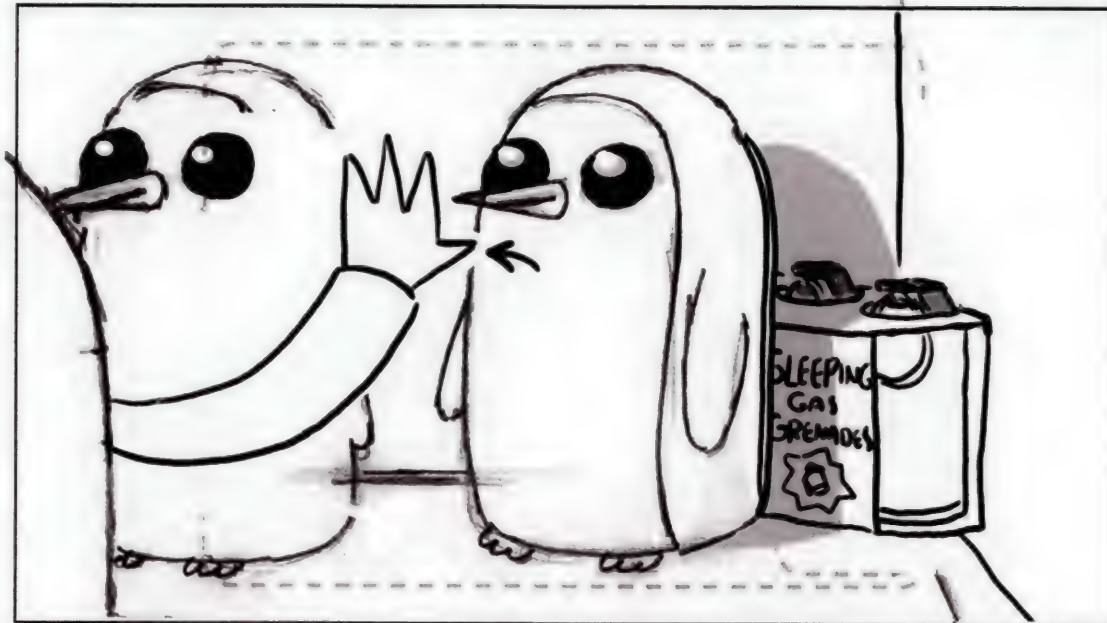


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Sc. 15 *cont* Pnl. D

Bg.

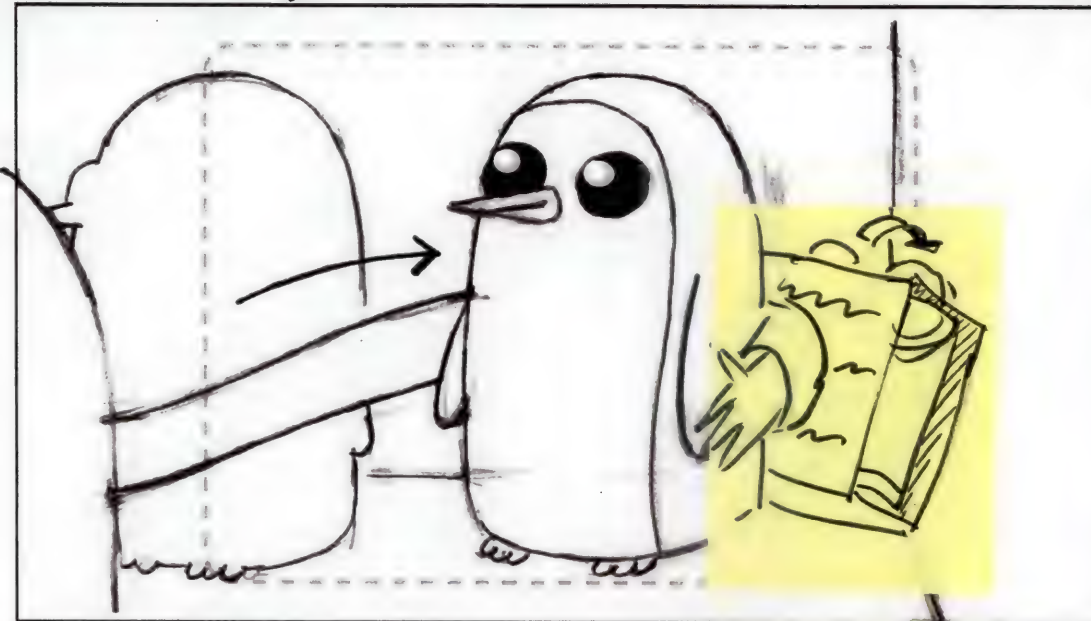
day night



Sc. 15 *cont* Pnl. E

Bg.

day night



Dialog:

IK: [STRUGGLING]

IK: OH THERE YOU ARE.

Action:

Timing:



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Production :

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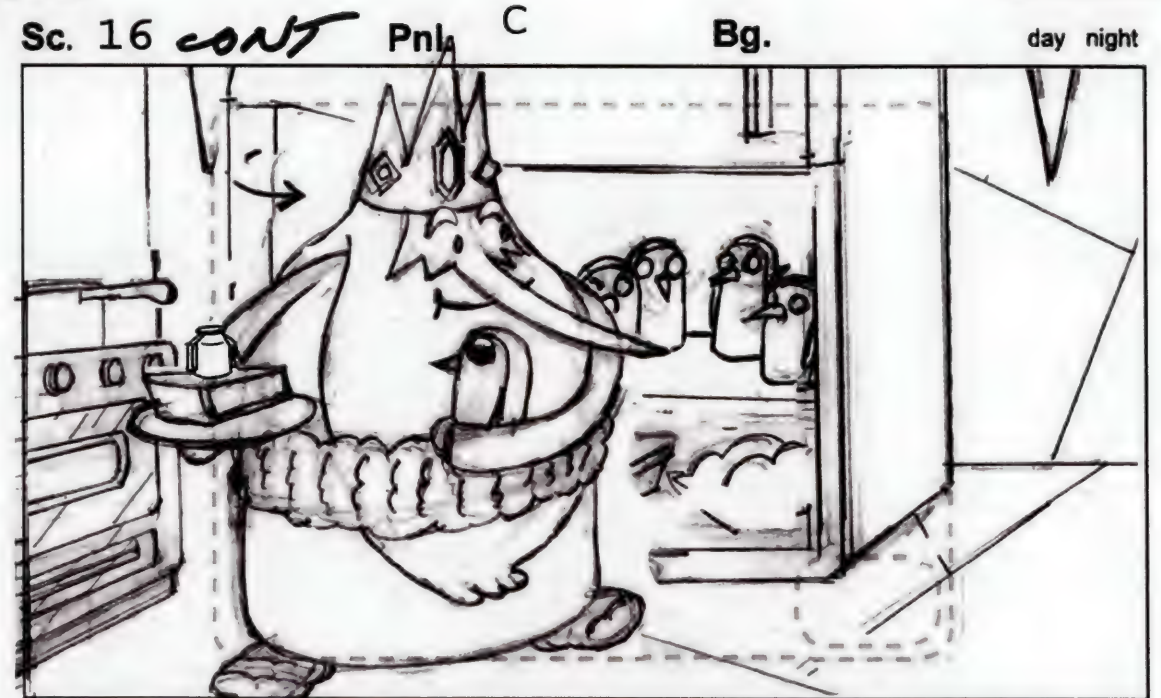
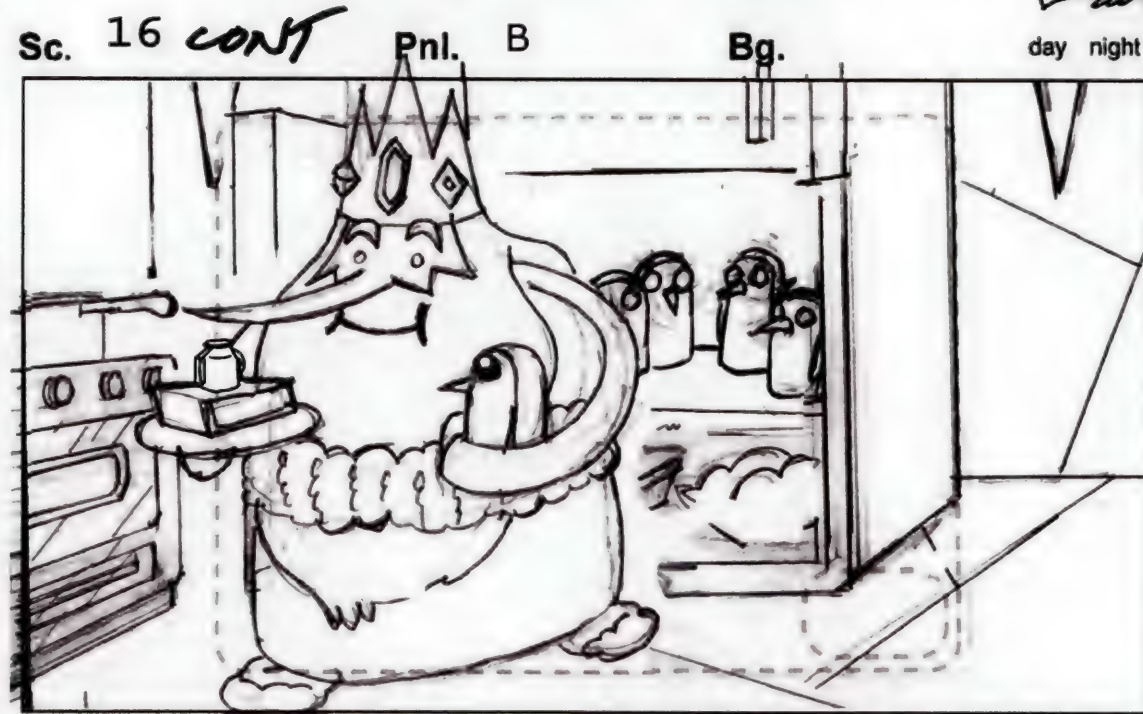
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ADVENTURE TIME



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*the
art*



Dialog: PENGUINS (EXCITED): WENK WENK WENK !

PENGUINS: WENK WENK WENK !

Action: IK STEP

IK TURNS BACK TO FRIDGE.

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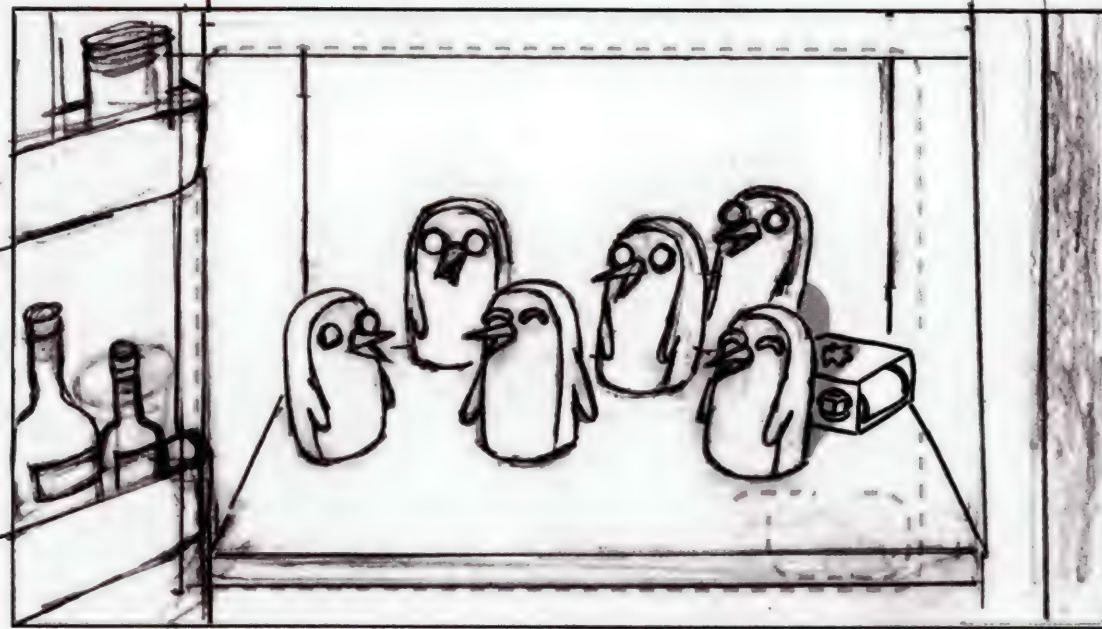
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Sc. 17

Pnl. A

Bg.

day night

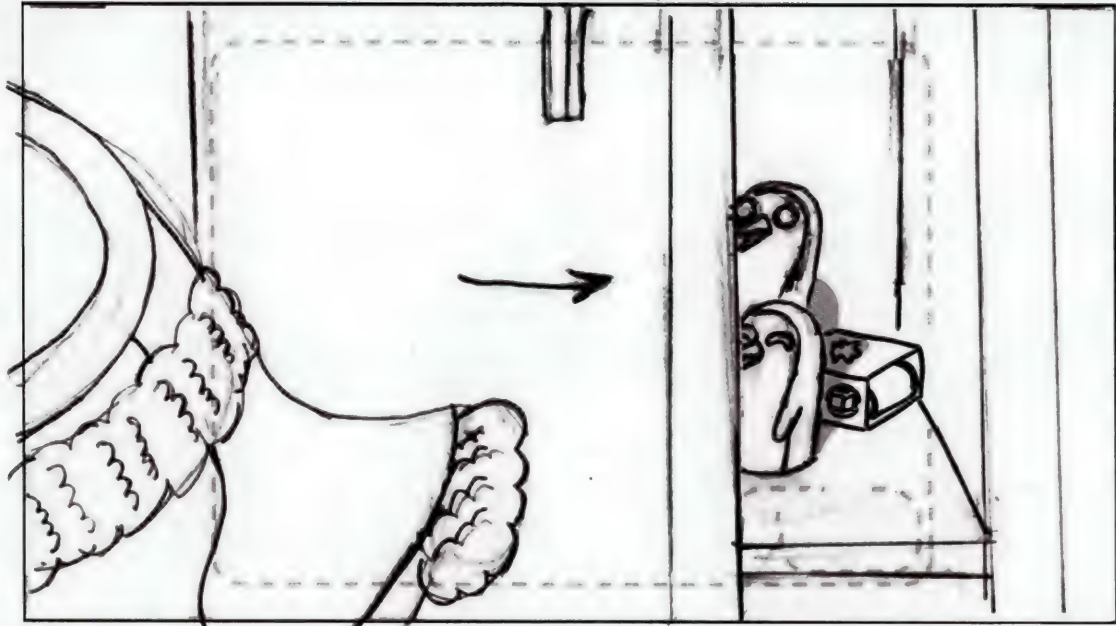


Sc. 17 *cont*

Pnl. B

Bg.

day night



Dialog:

PENGUINS: HEE HEE HEE
MEK MEK
WENK WENK WENK

Action:

PENGUINS LAUGH,
FLAP A BIT,
LOOK AT EACH OTHER.

PENGUINS: HEE HEE
WENK WENK WENK

- IK SWINGS DOOR SHUT W/ FOOT

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Production :

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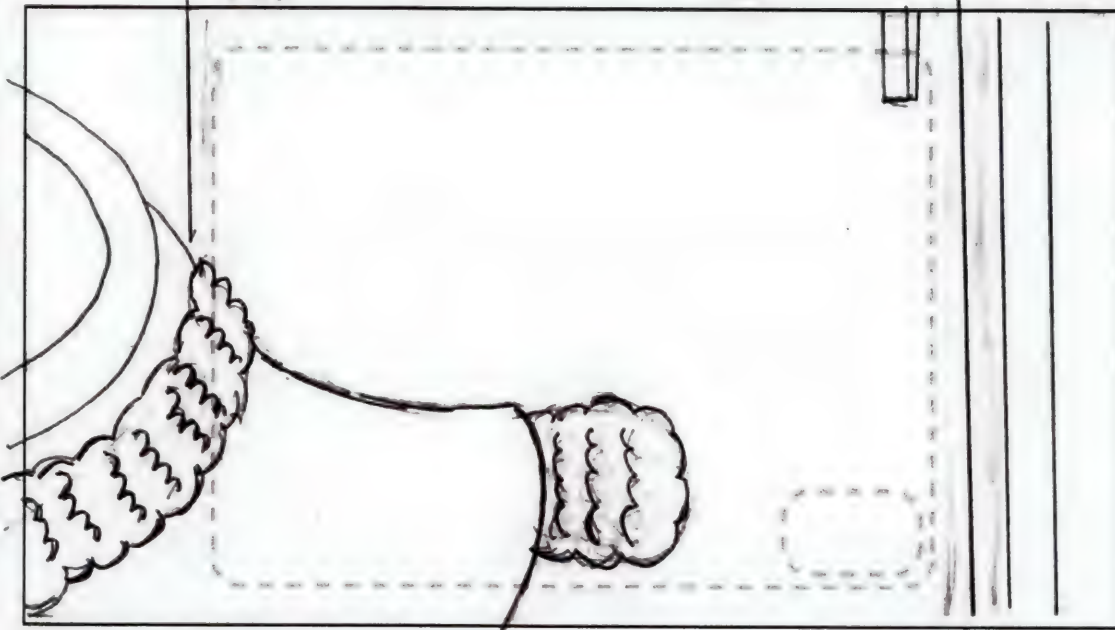
He Cut

ADVENTURE TIME

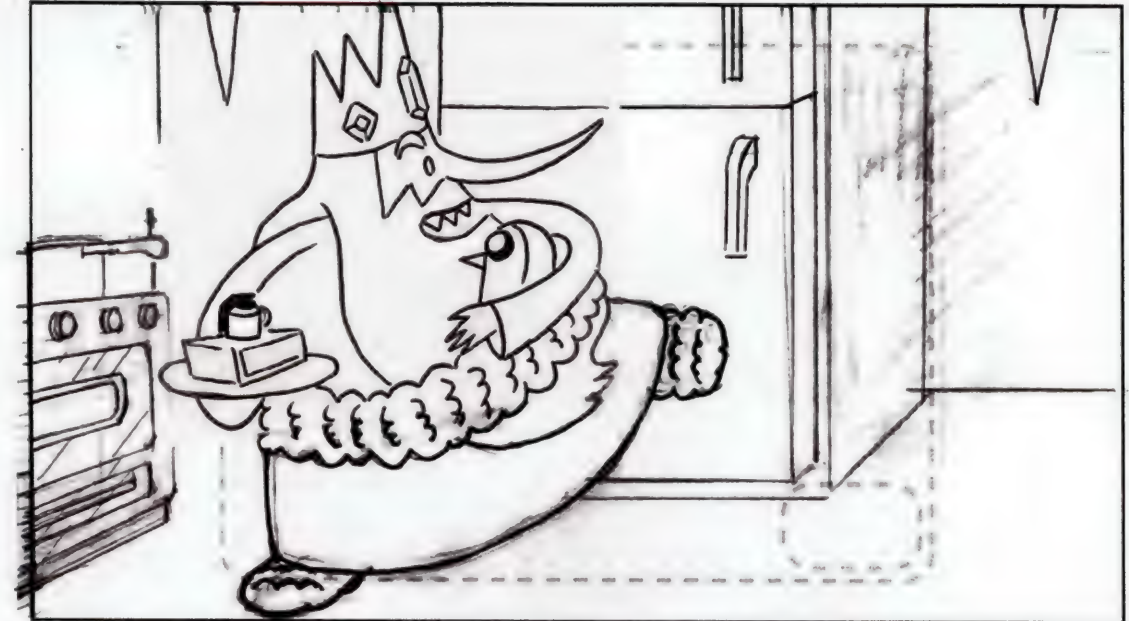


*Ho
Cat*

Sc. 17 *CONT* Pnl. C Bg. day night



Sc. 18 Pnl. A Bg. day night



Dialog:	<u>PENGUINS</u> : (FAINTLY, BEHIND DOOR) WENK WENK WENK	<u>IK</u> : OH, THAT'S BETTER.
Action:		
Timing:		

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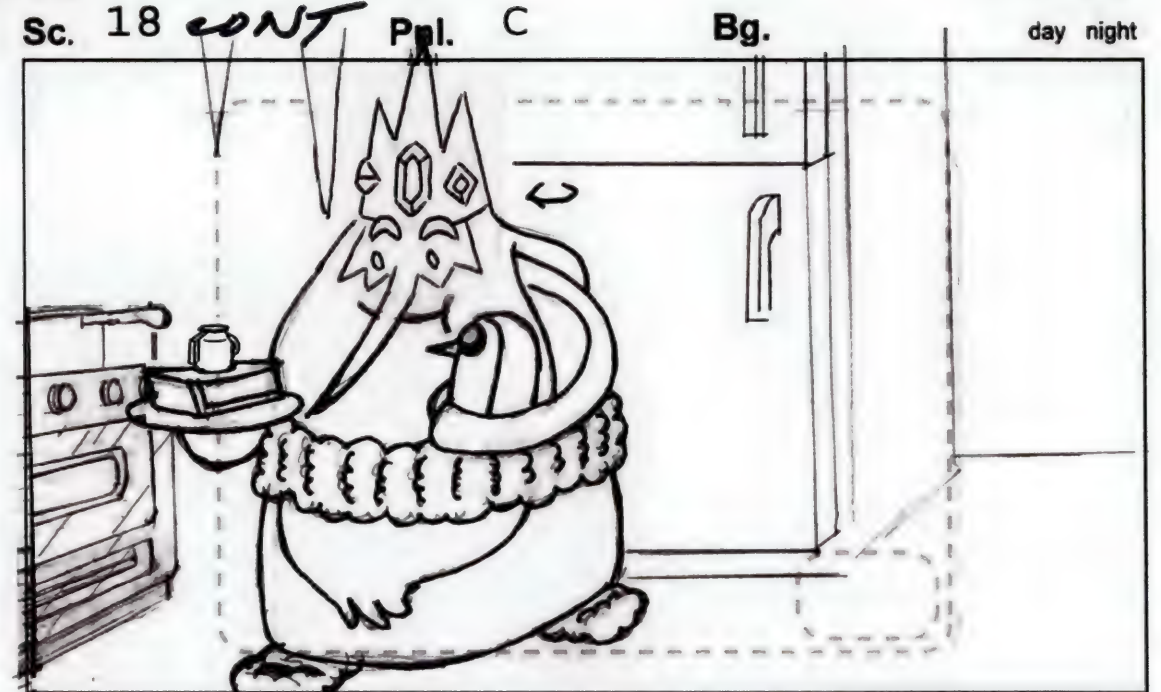
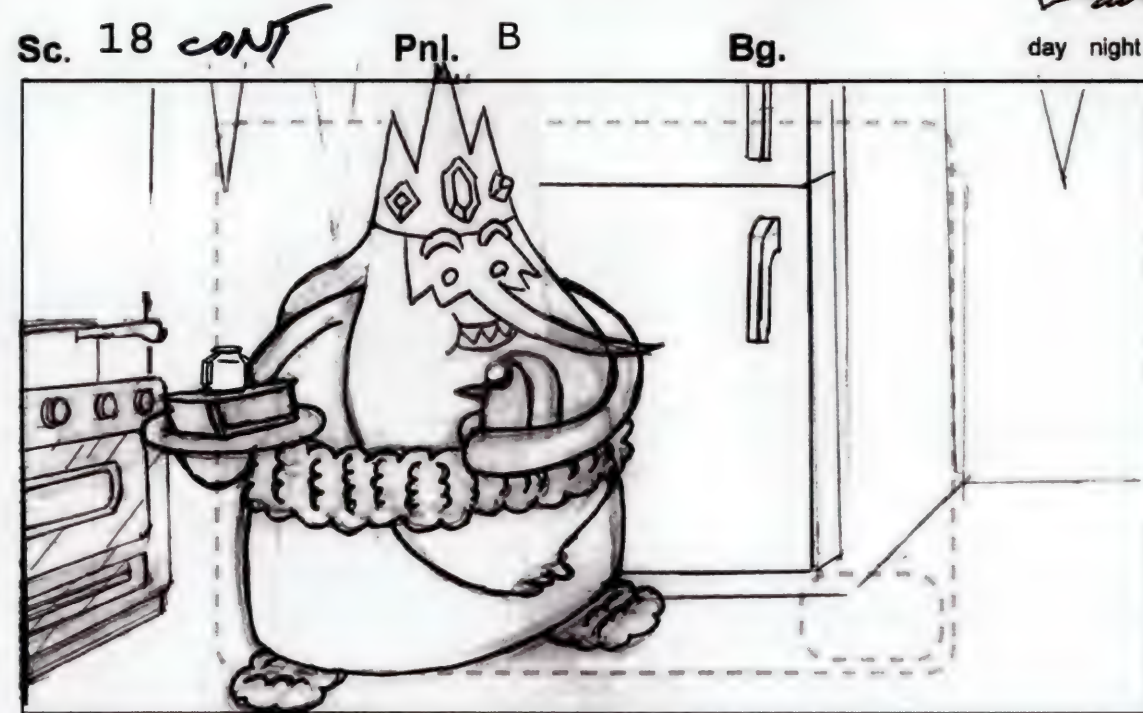
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ADVENTURE TIME



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Dialog: IK: A LITTLE GUNTER...

Action:

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Timing:

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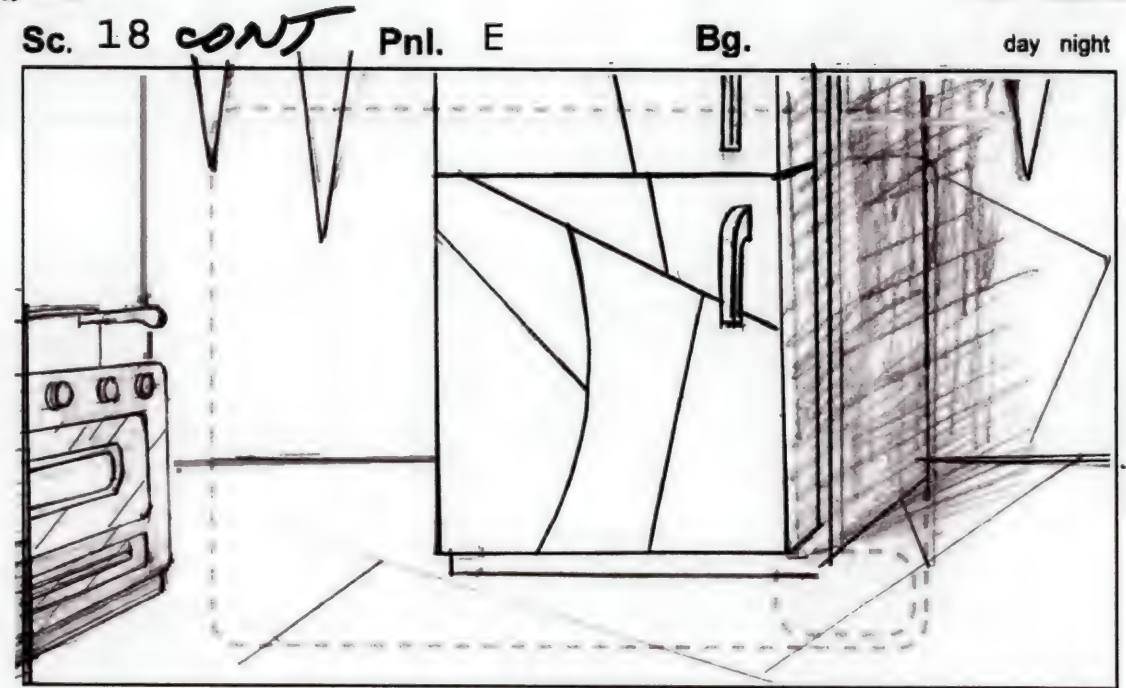
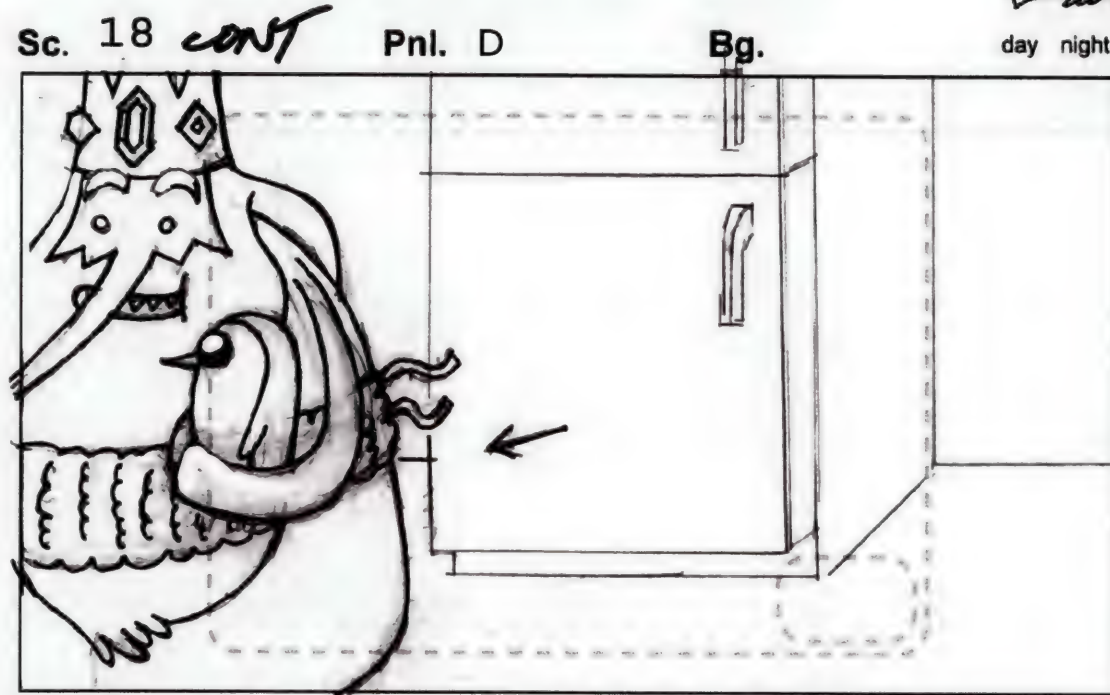
Production :

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ADVENTURE TIME



Page 54



Dialog:

IK: A LITTLE CHEESE CAKE.

SFX: BANG! (DRAWER OPENING.)
O.S. CLATTER! (CUTLERY.)

Action:

-IK WALKS OFF/S.

Timing:

OCT 09 2014

Production :

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1025-198

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ADVENTURE TIME



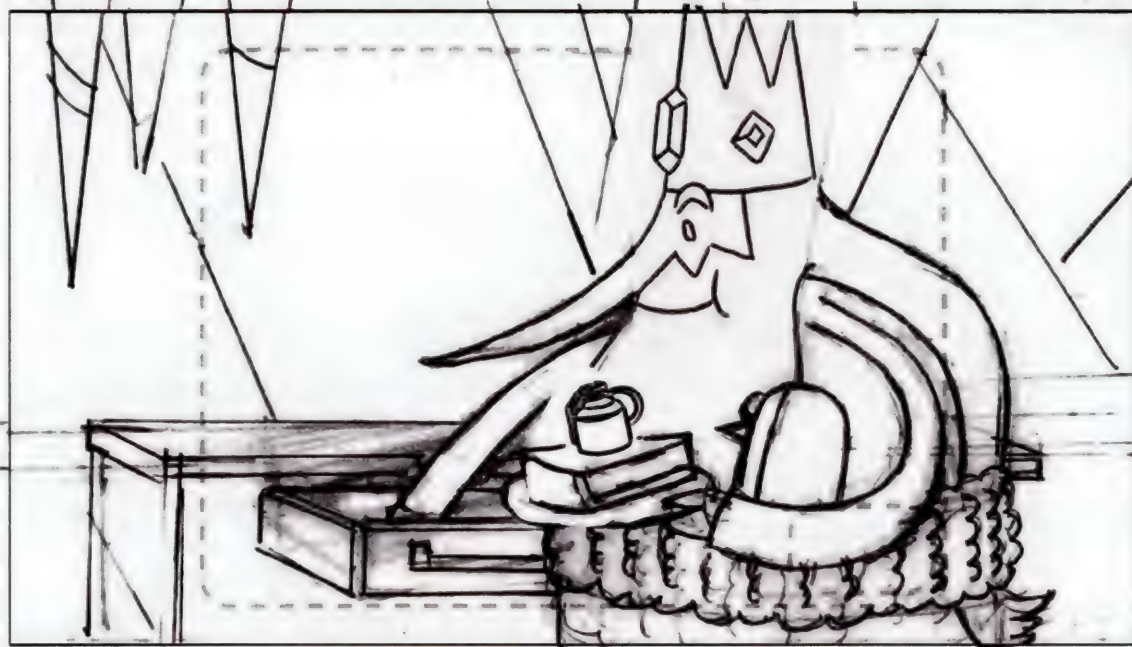
Page 55

Sc. 19

Pnl. A

Bg.

day night

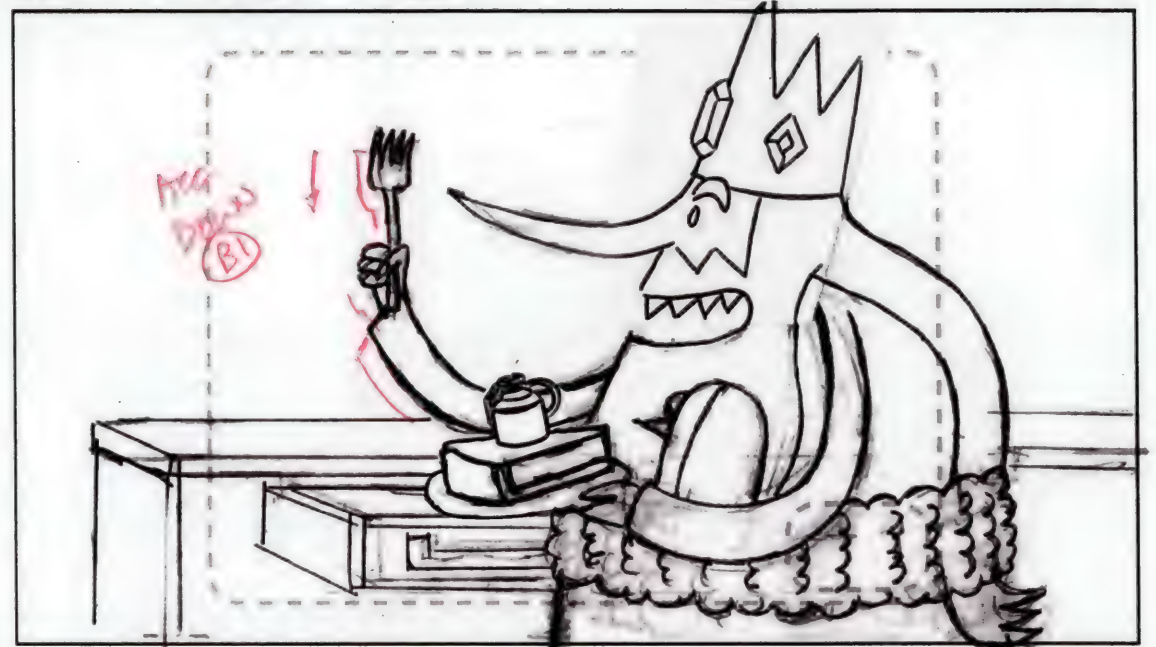


Sc. 19 *CONT*

Pnl. B

Bg.

day night



Dialog:

IK: AND A LITTLE FORK.

Action:

- IK PULLS FORK OUT OF DRAWER.

OCT 09 2014

Timing:

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1025/198

Production :

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ADVENTURE TIME



Page 56

Sc. 19 *CONT* Pnl. C

Bg.

day night



Sc. 19 *CONT* Pnl. D

Bg.

day night



Dialog:

← BUTT

SFX: SHUT! (DRAWER)

Action:

IK SHUTS THE DRAWER
WITH HIS BUTT.

(RECOVER)

OCT 09 2014

Timing:

1025-198

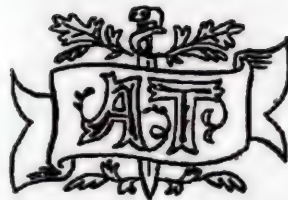
EPISODE #

1025/198

Production :

1025/198

ADVENTURE TIME



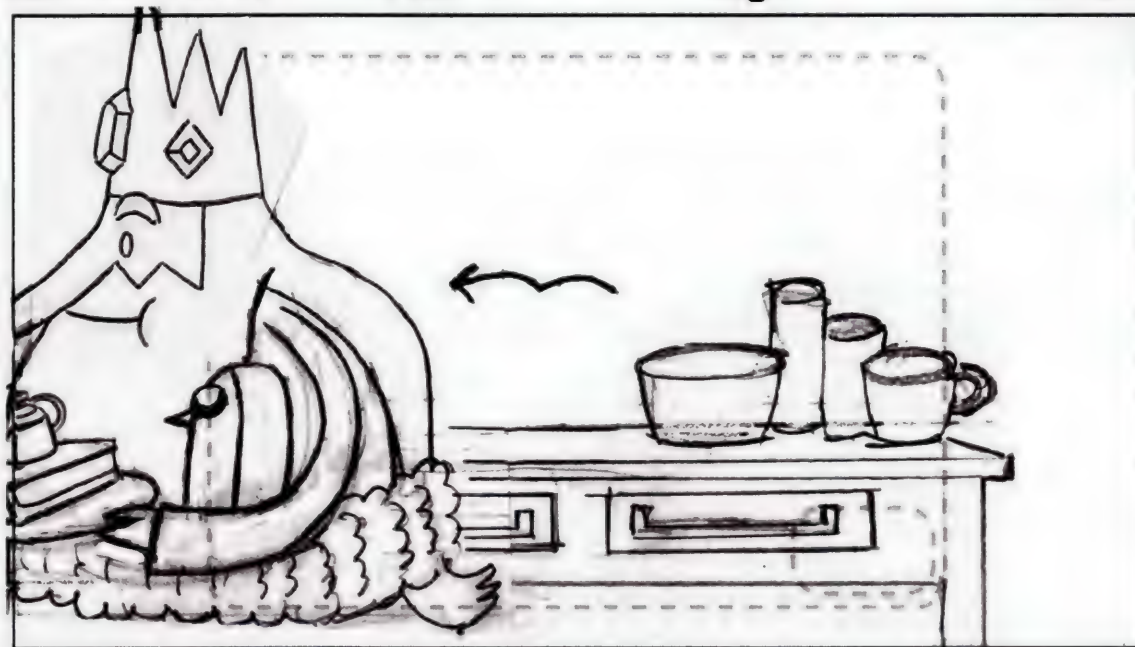
Page 57

Sc. 19 *cont*

Pnl. E

Bg.

day night

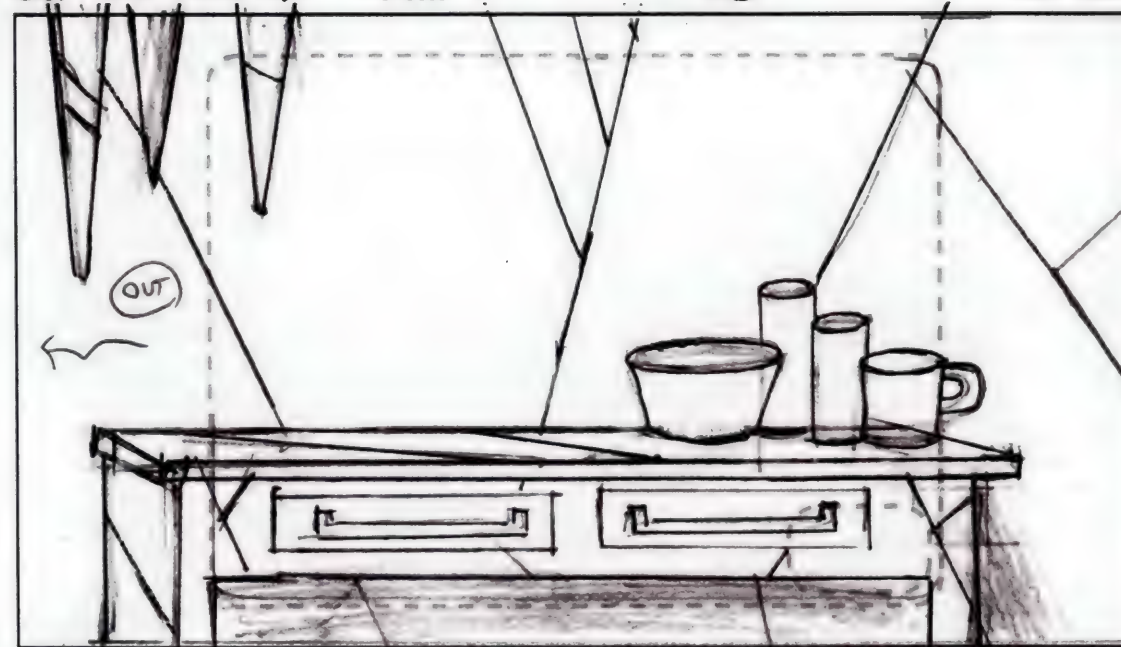


Sc. 19 *cont*

Pnl. F

Bg.

day night



Dialog:

Action:

IK WALKS OUT

OCT 09 2014

Timing:

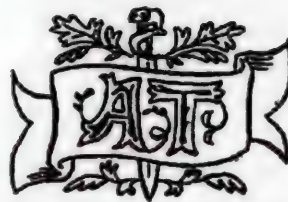
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EPISODE #

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Production :

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ADVENTURE TIME

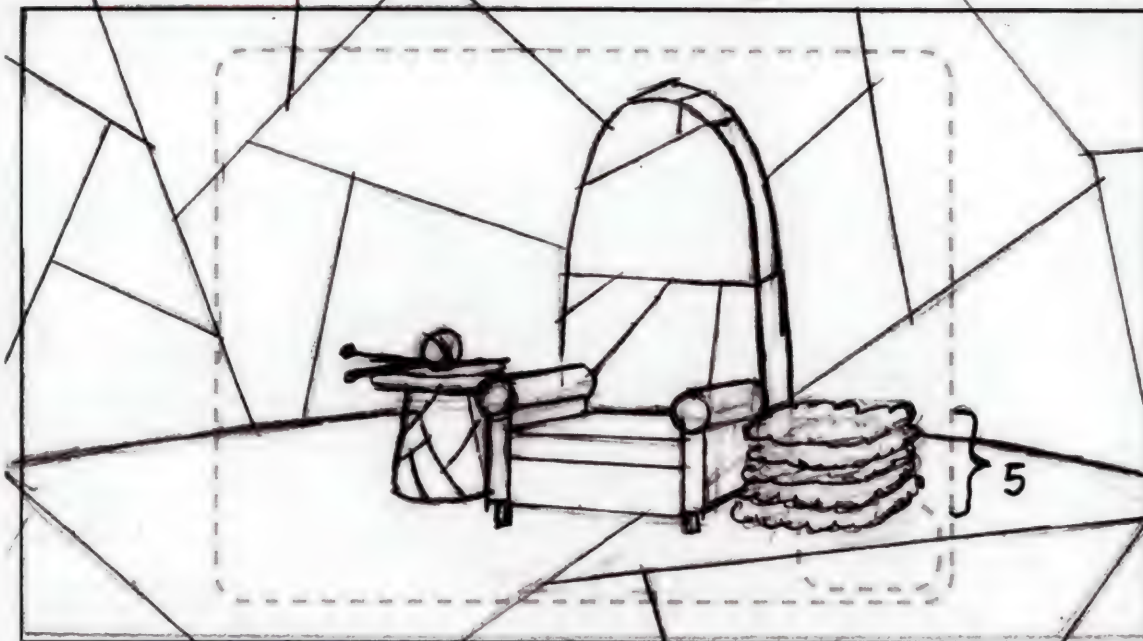
Page 58

Sc. 20

Pnl. A

Bg.

day night

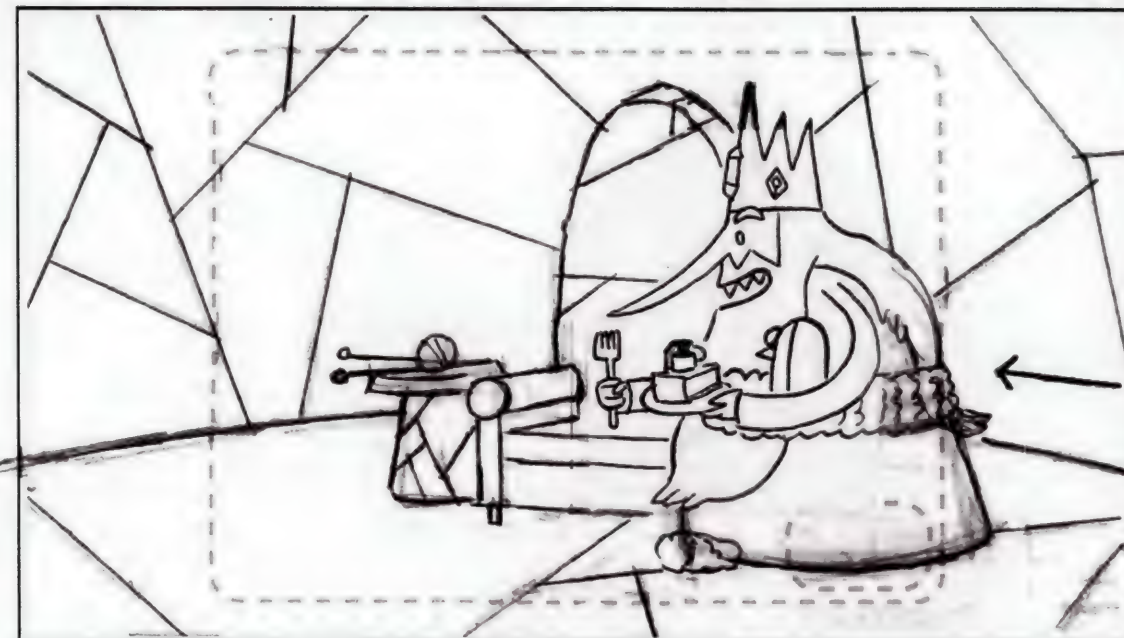


Sc. 20 *cont*

Pnl. B

Bg.

day night



Dialog:

IK: ^(ovs) YOU KNOW WHAT, GUNTY?

IK: I'M GOING TO...

Action:

- IK WALKS ON/S.

OCT 09 2014

Timing:

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EPISODE #

1025/198

Production :

1025/198

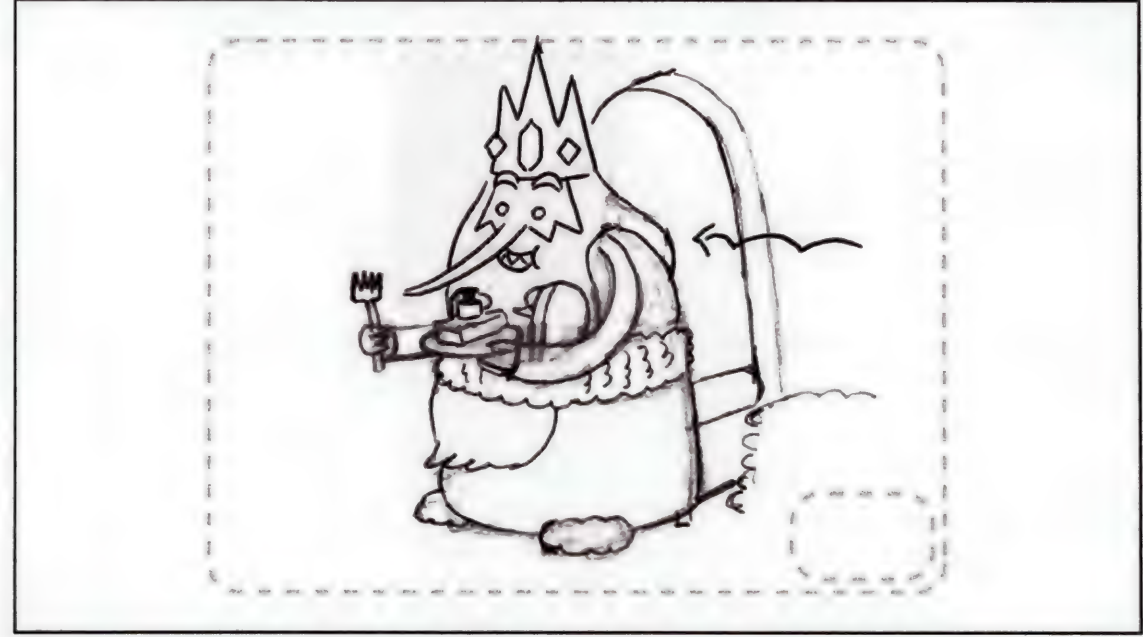
1025/198

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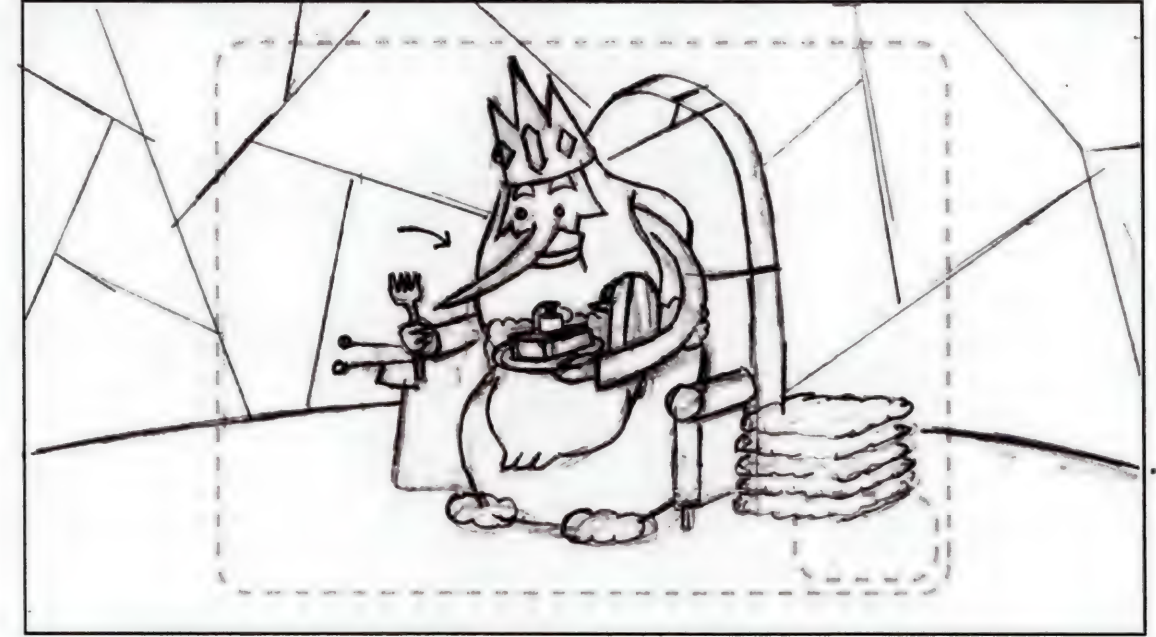
ADVENTURE TIME



Sc. 20 *cont* Pnl. C Bg. day night



Sc. 20 *cont* Pnl. D Bg. day night



Dialog:	<u>IK</u> : ...TAKE MY TIME ...	<u>IK</u> : ... WITH THIS DELICIOUS CAKE.
Action:	-IK SITS DOWN	
Timing:	OCT 09 2014	

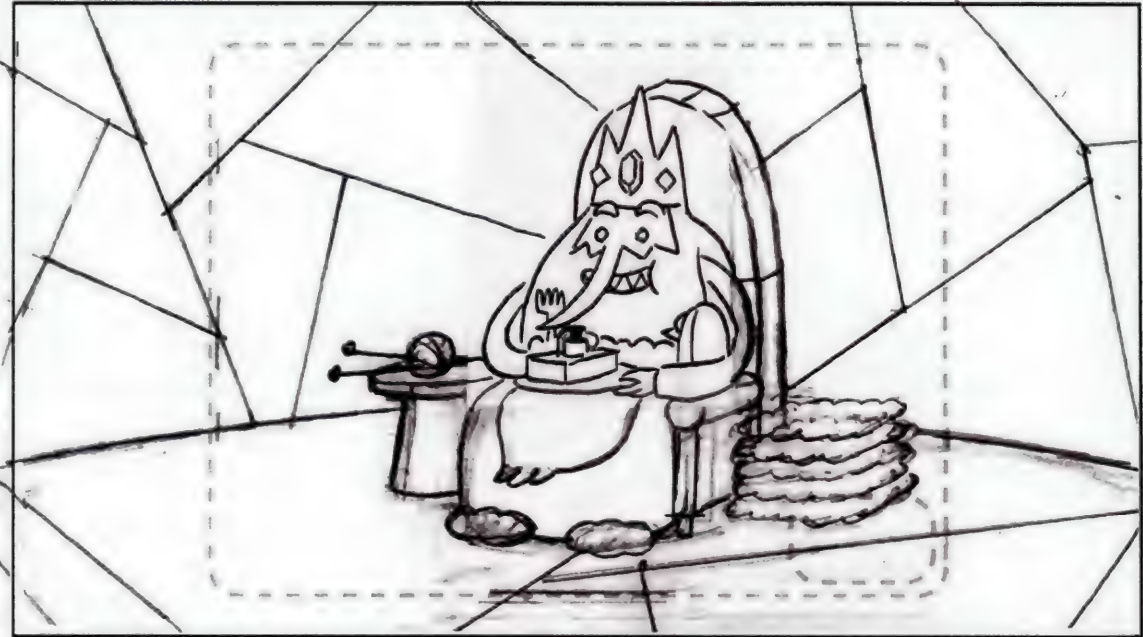
1025/198

Production :
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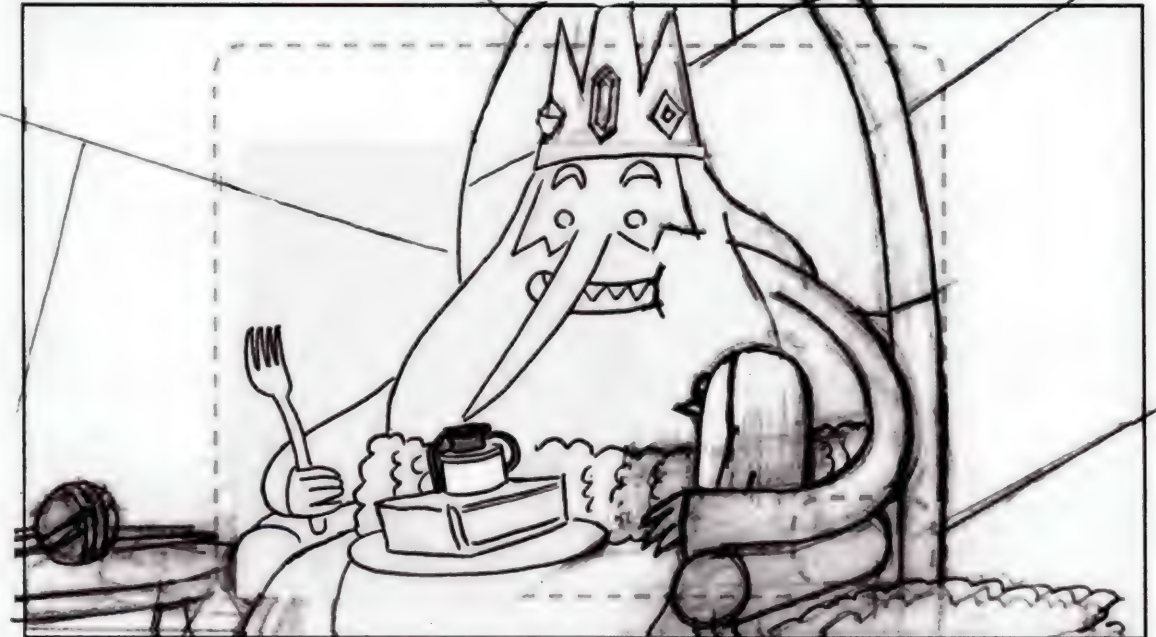
ADVENTURE TIME



Sc. 20 *cont* Pnl. E Bg. day night



Sc. 21 Pnl. A Bg. day night



Dialog:	<p><u>IK</u>: <u>TAKE IT REAL</u> ...</p>
Action:	
Timing:	

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ADVENTURE TIME



Ho Cut

Page 61
GIANEXT
day night

Sc. 21 CONT

Pnl. B

Bg.

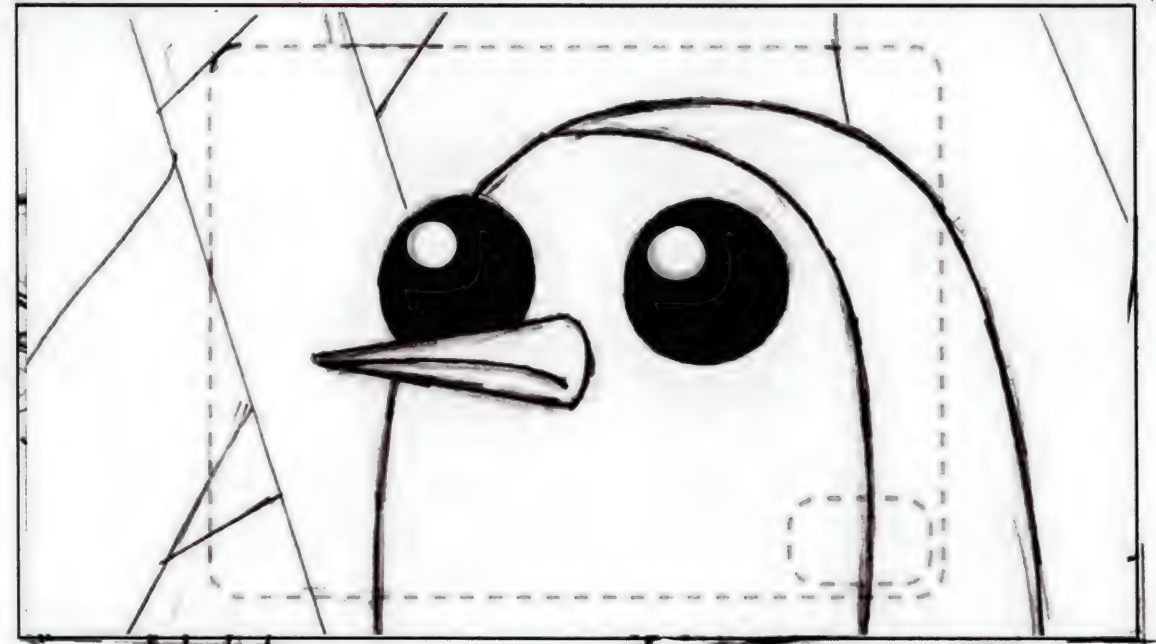
day night



Sc: 21A

Pnl. A

Bg.



Dialog:

IK: ... SLOW.

Action:

- IK SLOWLY RAISES FORK

OCT 09 2014

Timing:

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Production :

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Cut

ADVENTURE TIME

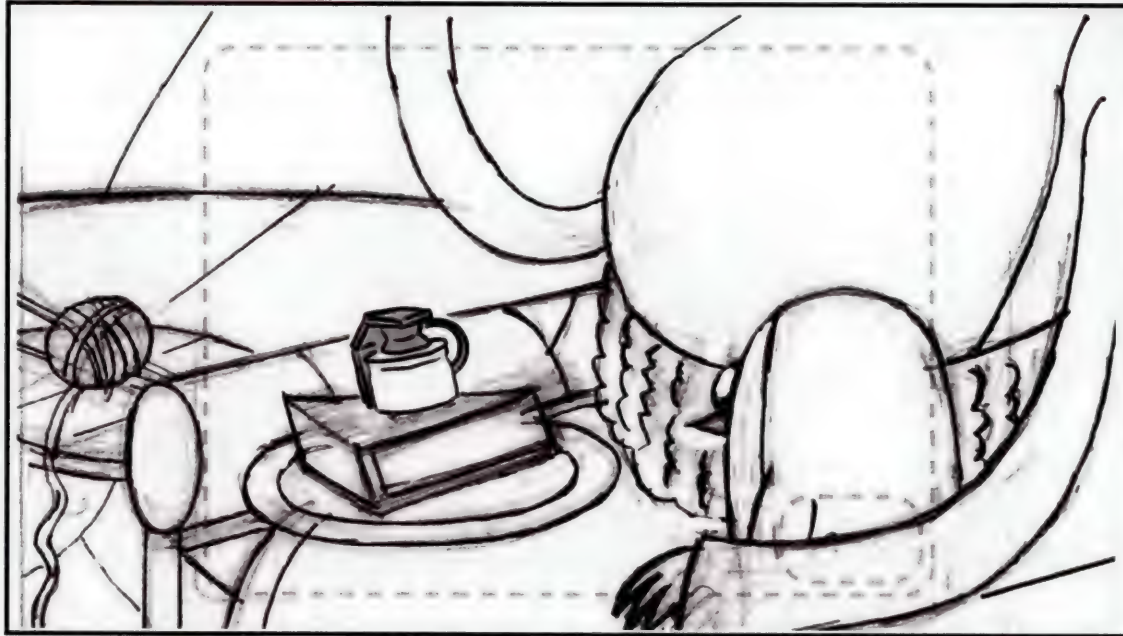


Sc. 22

Pnl. A

Bg.

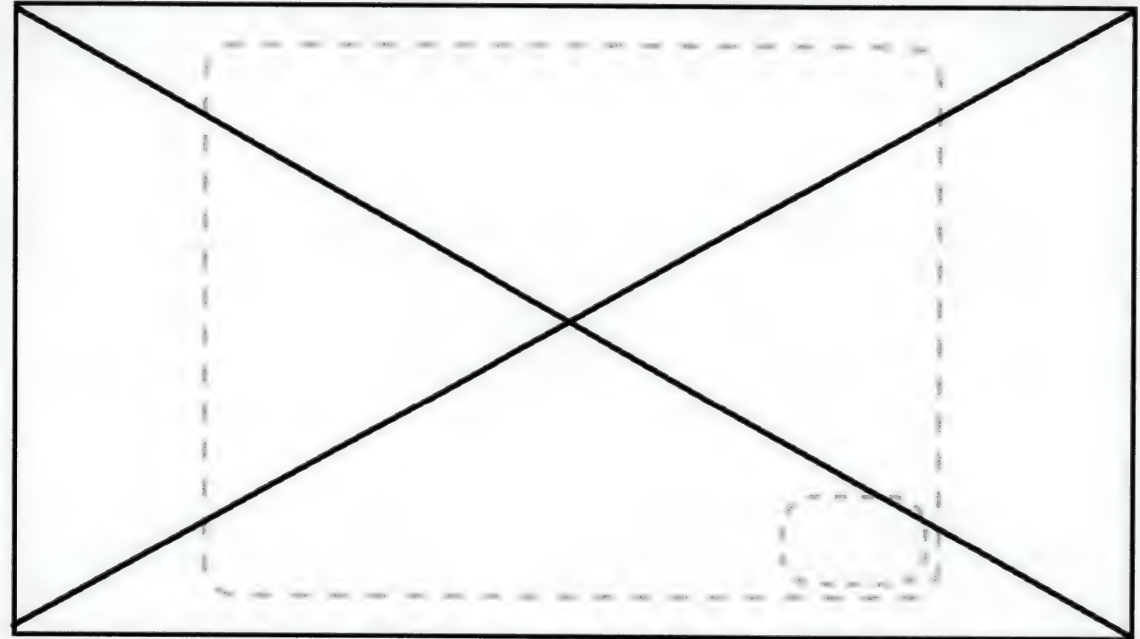
day night



Sc.

Pnl.

Bg.



Page 61A
62 NEXT
day night

Dialog:

Action:

Timing:

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Production:

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ADVENTURE TIME

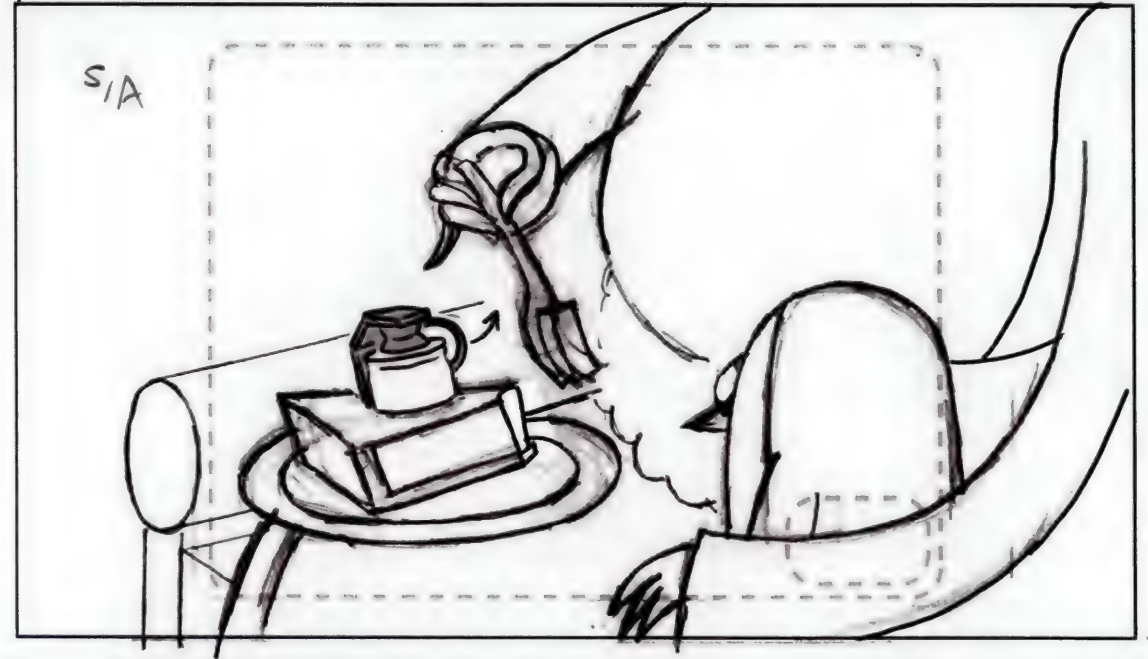


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Sc. 22 *cont* Pnl. B Bg. day night



Sc. 22 *cont* Pnl. C Bg. day night



Dialog:

IK: HMM! (DAINTILY)

Action:

- IK PICKS A SMALL PIECE
OFF OF CHEESECAKE.

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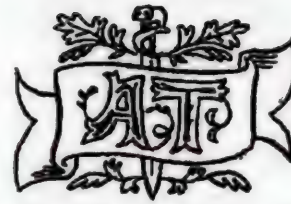
Timing:

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1025/198

Production :

1025/198

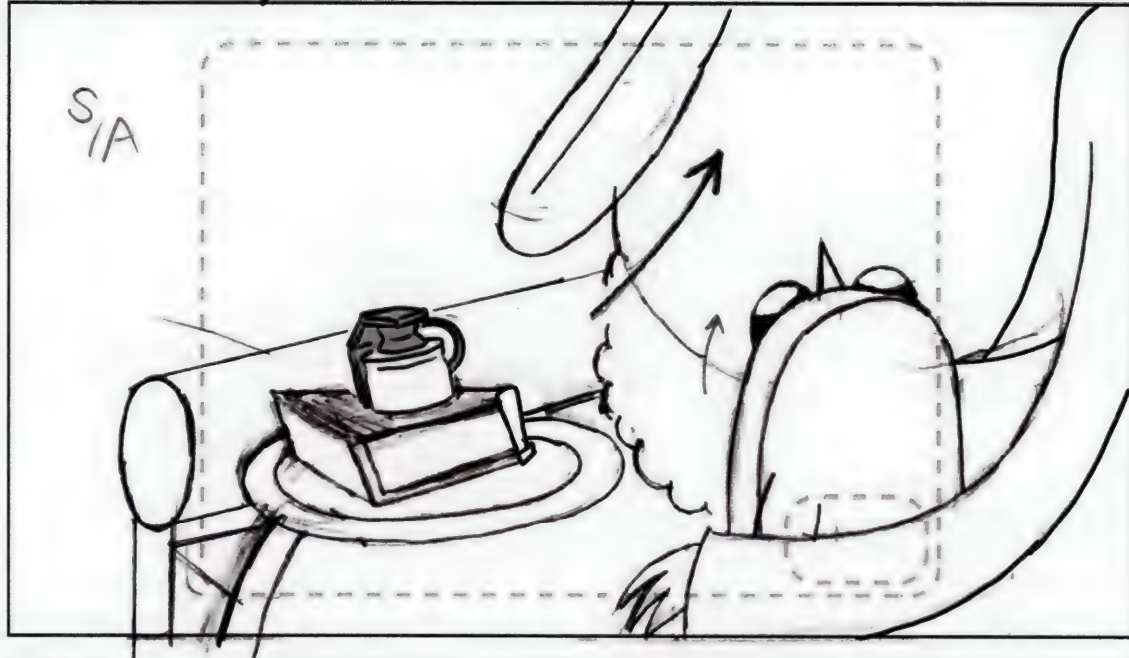
ADVENTURE TIME



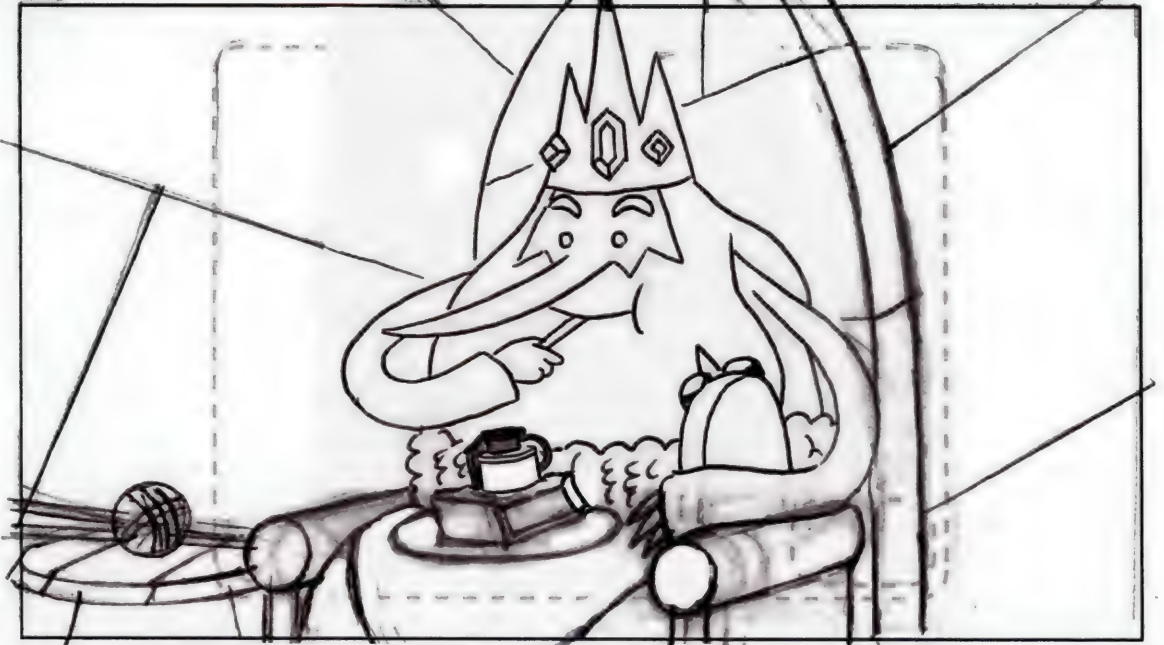
10/25/198

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Sc. 22 *cont* Pnl. D Bg. day night



Sc. 23 Pnl. A Bg. day night



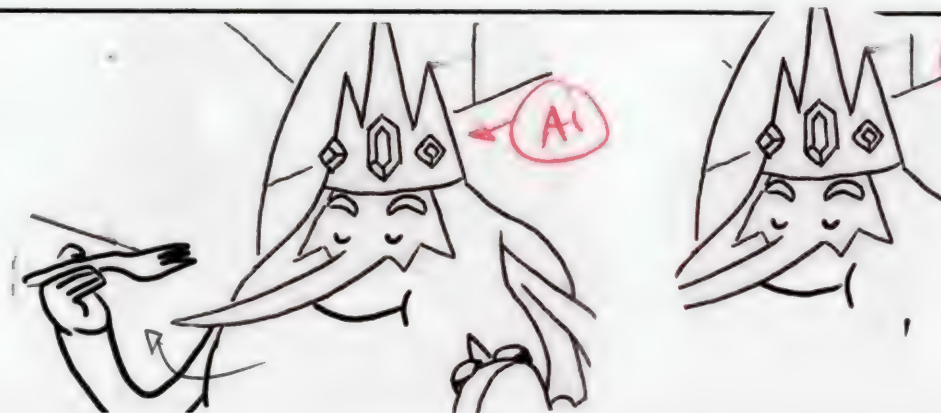
Dialog:

IK: MMM.

Action:

- IK LIFTS FORK TO MOUTH
- G. TRACKS ACTION

Timing:



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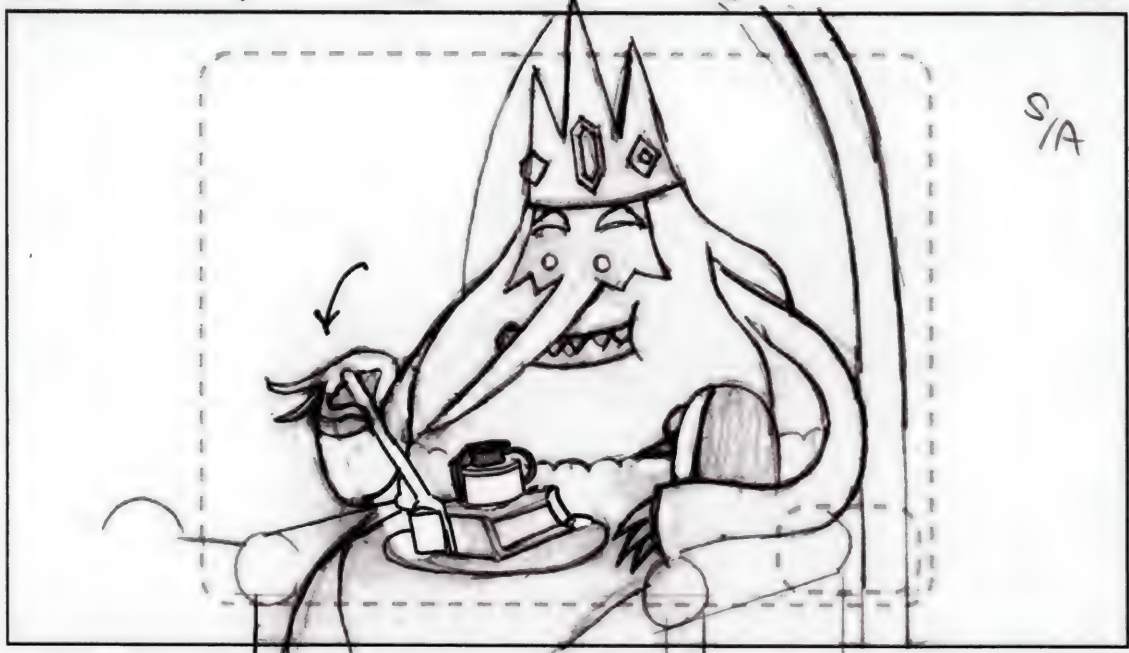


Ho
Cust

Sc. 23 *cont* Pnl. B Bg. day night



Sc. 23 *cont* Pnl. C Bg. day night



Dialog: IK: OH'P GETTING FULL...

IK: MAYBE JUST ANOTHER TEENY CORNER.

Action:

Timing:



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Production :

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Has
Cart

ADVENTURE TIME



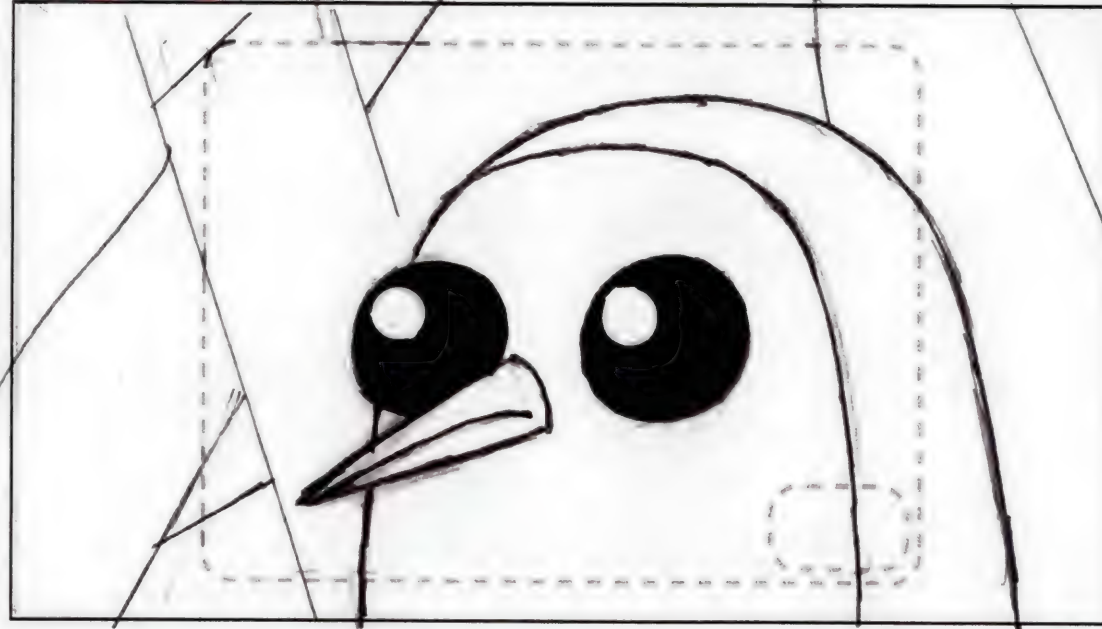
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Sc. 24

Pnl. A

Bg.

day night

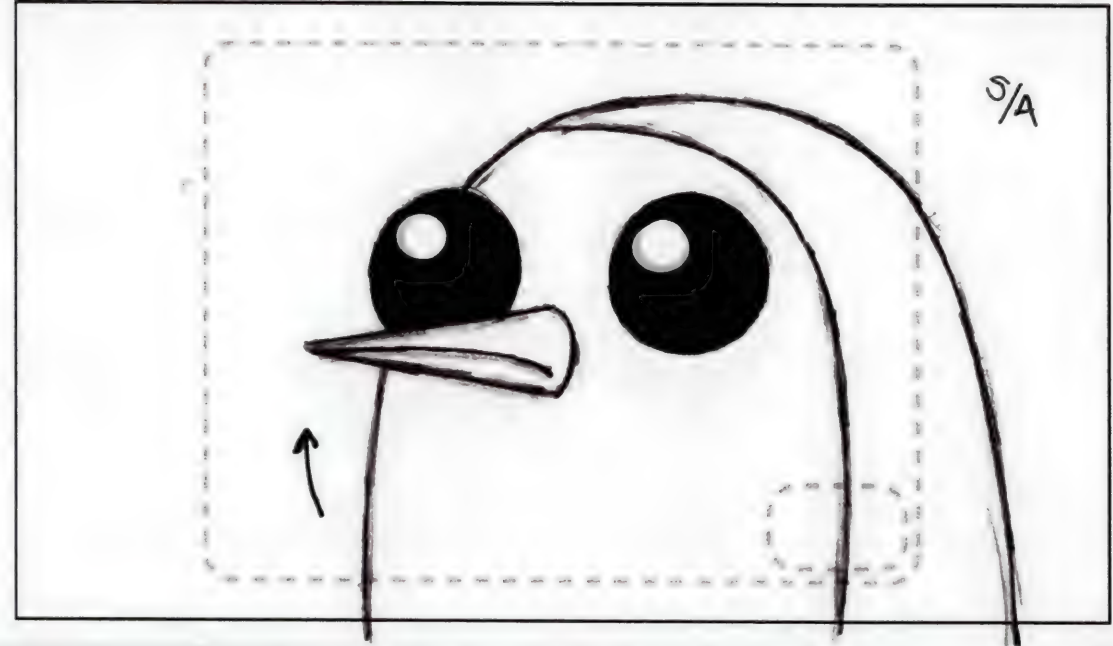


Sc. 24 *CONT*

Pnl. B

Bg.

day night



Dialog:

IK: (o/s) [DAINTY NIBBLING]

Action:

ON GUNTER.

GUNTER WATCHES
I.K. EATING.

OCT 09 2014

Timing:

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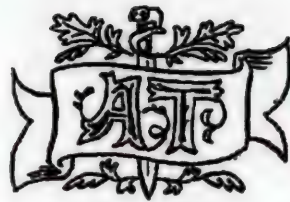
EPISODE #

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Production :

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ADVENTURE TIME



Page 66

Sc. 24 *CONT*

Pnl. C

Bg.

day night

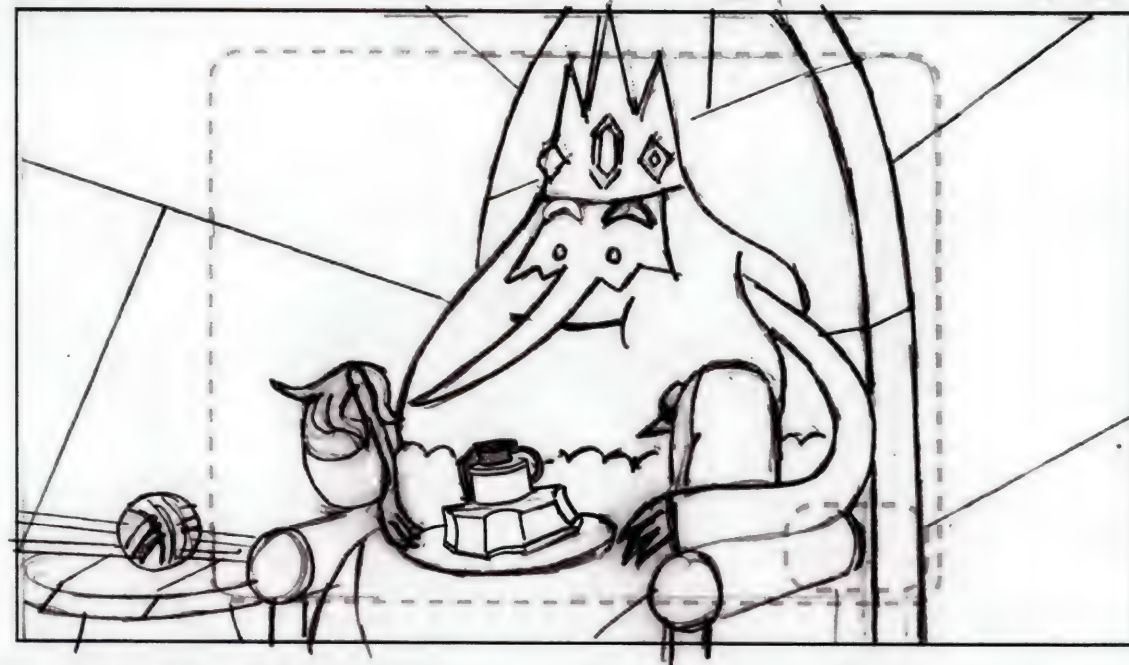


Sc. 25

Pnl. A

Bg.

day night



Dialog:

Action:

GUNTER IS BECOMING
FRUSTRATED.

OCT 09 2014

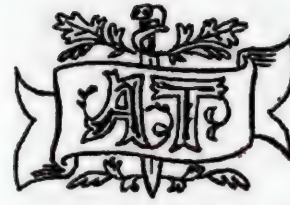
Timing:

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Production :

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ADVENTURE TIME



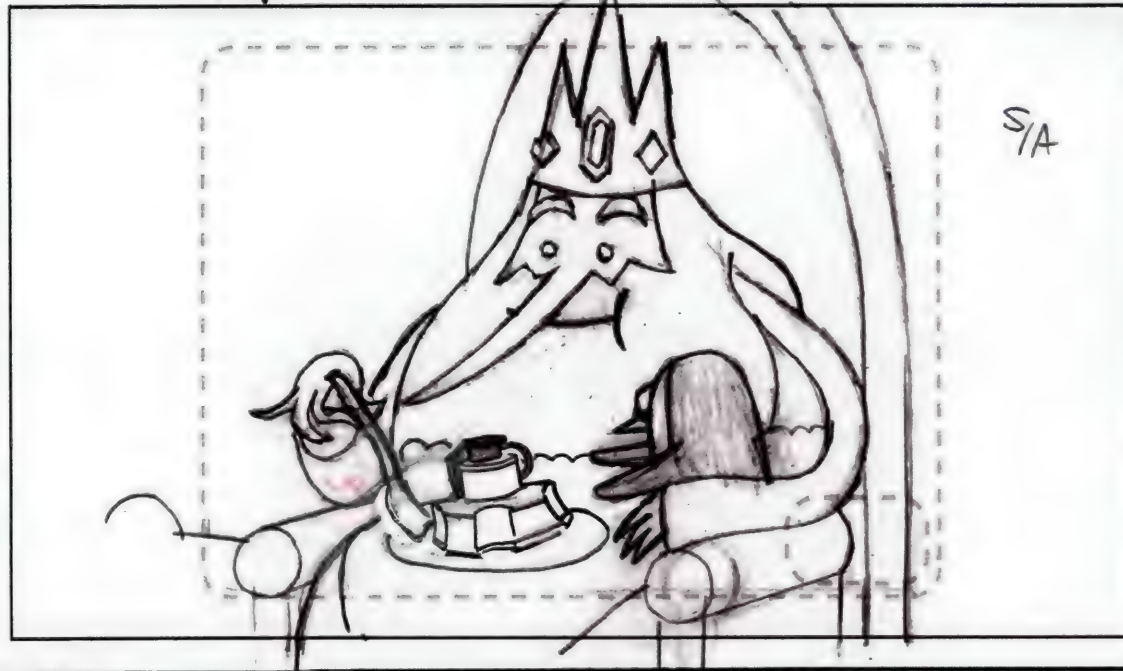
Page 67

Sc. 25 *CONT*

Pnl. B

Bg.

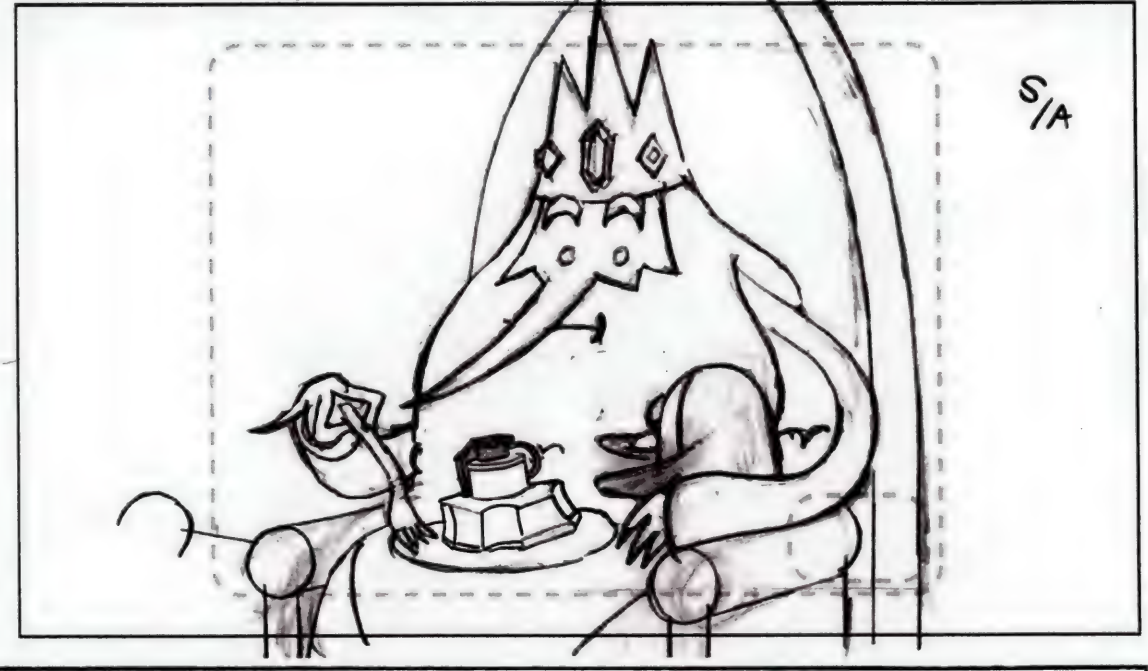
day night



Sc. 25 *CONT* Pnl. C

Bg.

day night



Dialog:

SFX: *FLAPPING *

Action:

GUNTER FLAPS EXCITEDLY.

CONT GUNTER FLAPPING.

Timing:



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EPISODE #

10 25 / 19 8

Production :

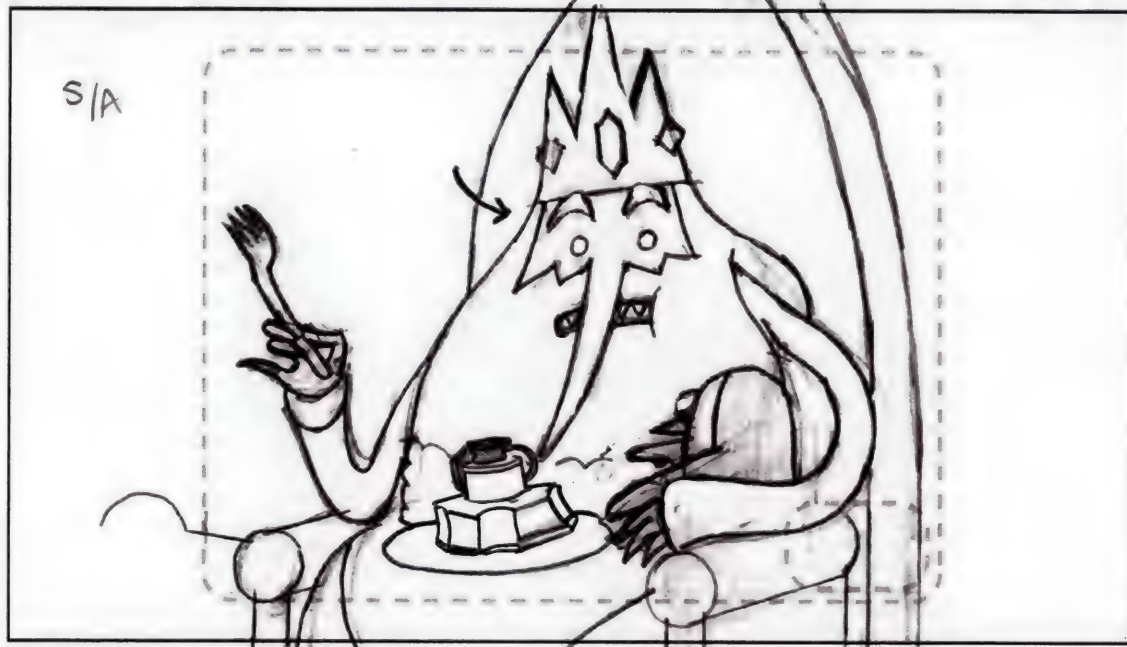
10 25 - 19 8

ADVENTURE TIME

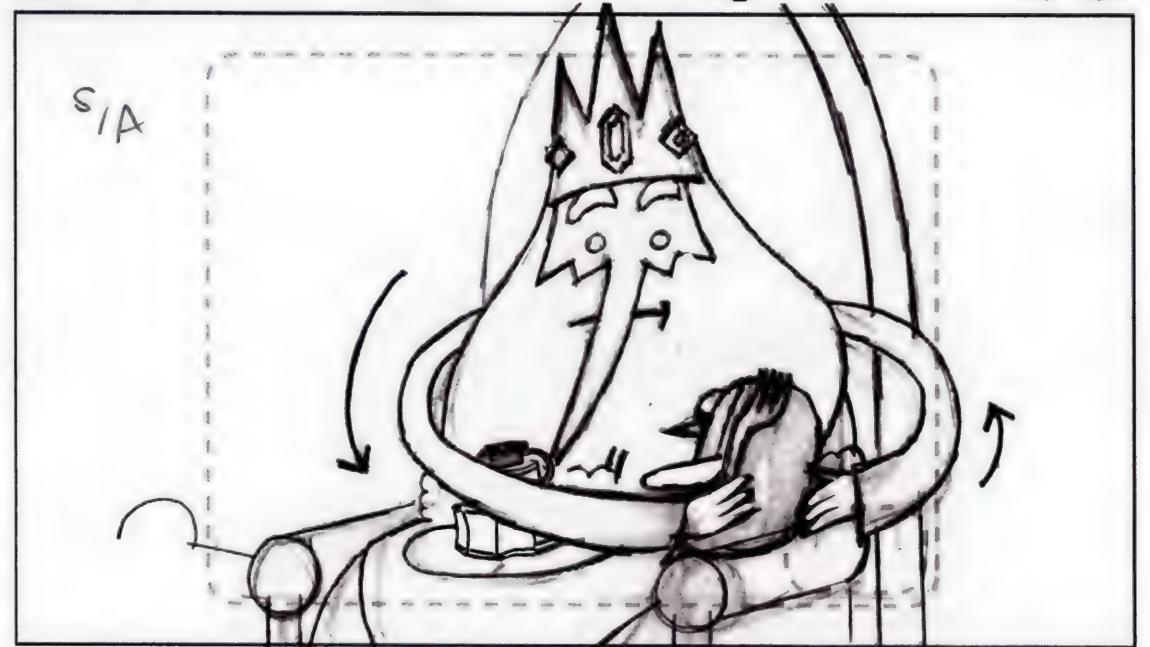


Page 68

Sc. 25 *CONT* Pnl. D Bg. day night



Sc. 25 *CONT* Pnl. E Bg. day night



Dialog:

IK: WHAT'S WRONG,
GUNTER? ...

SFX: * FLAPPING *

REMEMBER
FORK
IN HAND

Action:

CONT. GUNTER FLAPPING.

- GUNTER FLAPPING.
- IK PICKS UP GUNTER.

OCT 09 2014

Timing:

EPISODE #

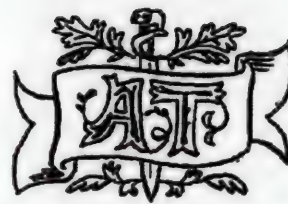
1025/198

Production :

1025/198

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ADVENTURE TIME

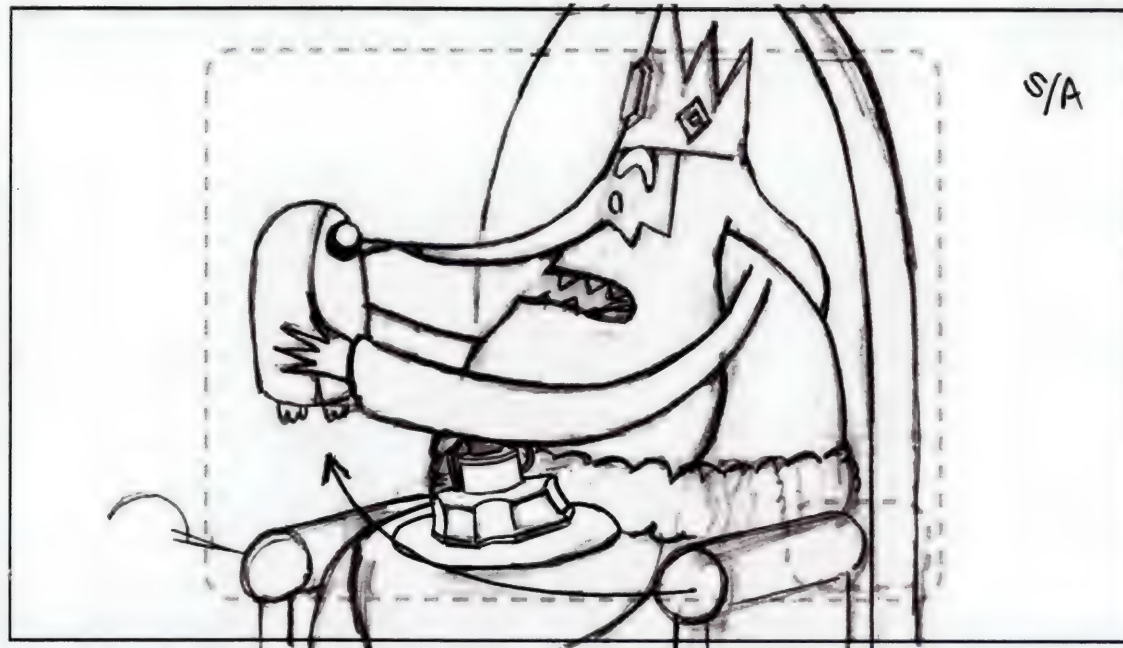


Page 69

Sc. 25 *CONT* Pnl. F

Bg.

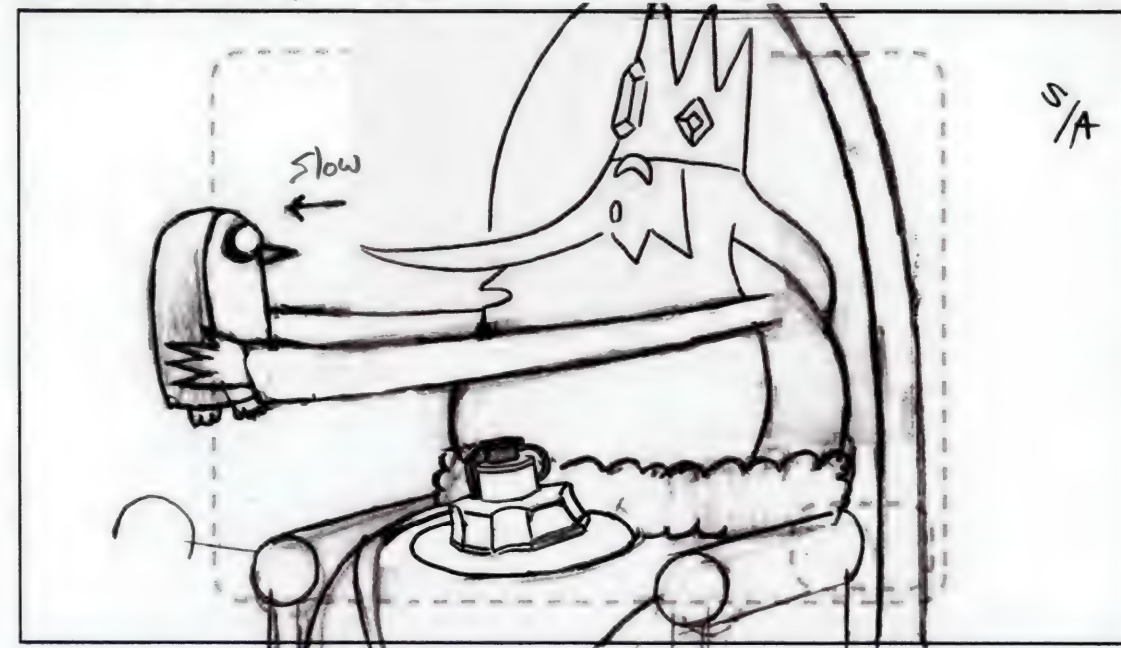
day night



Sc. 25 *CONT* Pnl. G

Bg.

day night



Dialog:

IK: DOES GUNTER WANT SOME
CHEESECAKE TOO?

IK: Nooooo!

Action:

- IK HOPS UP GUNTER.

Timing:

OCT 09 2014

Production :

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ADVENTURE TIME



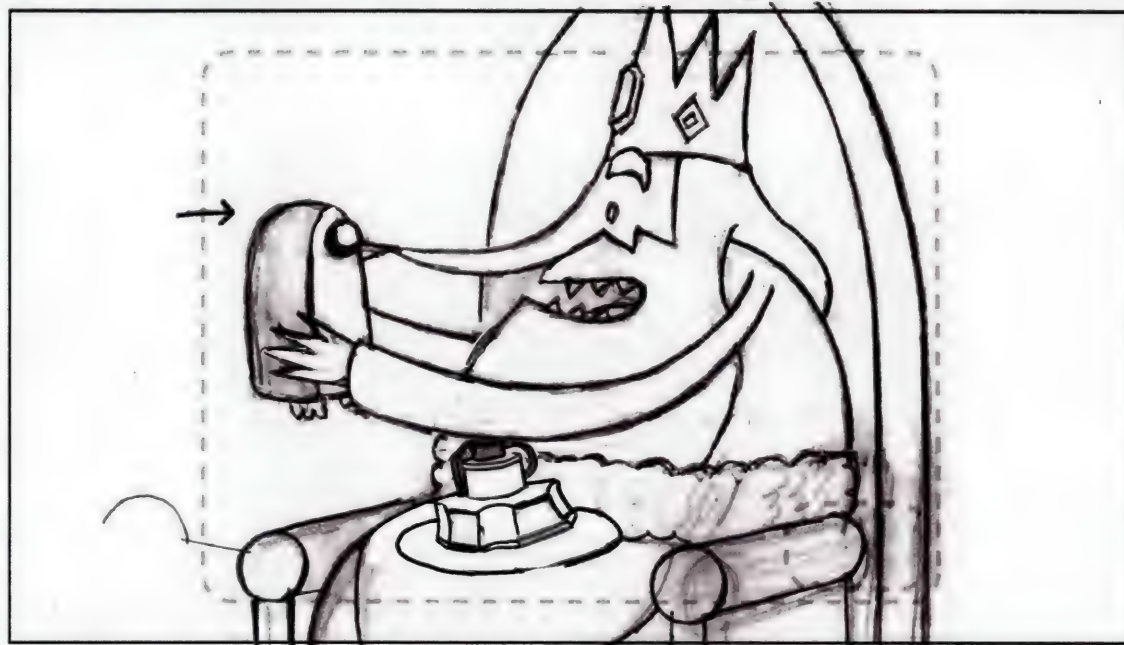
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Sc. 25 *CONT*

Pnl. H

Bg.

day night

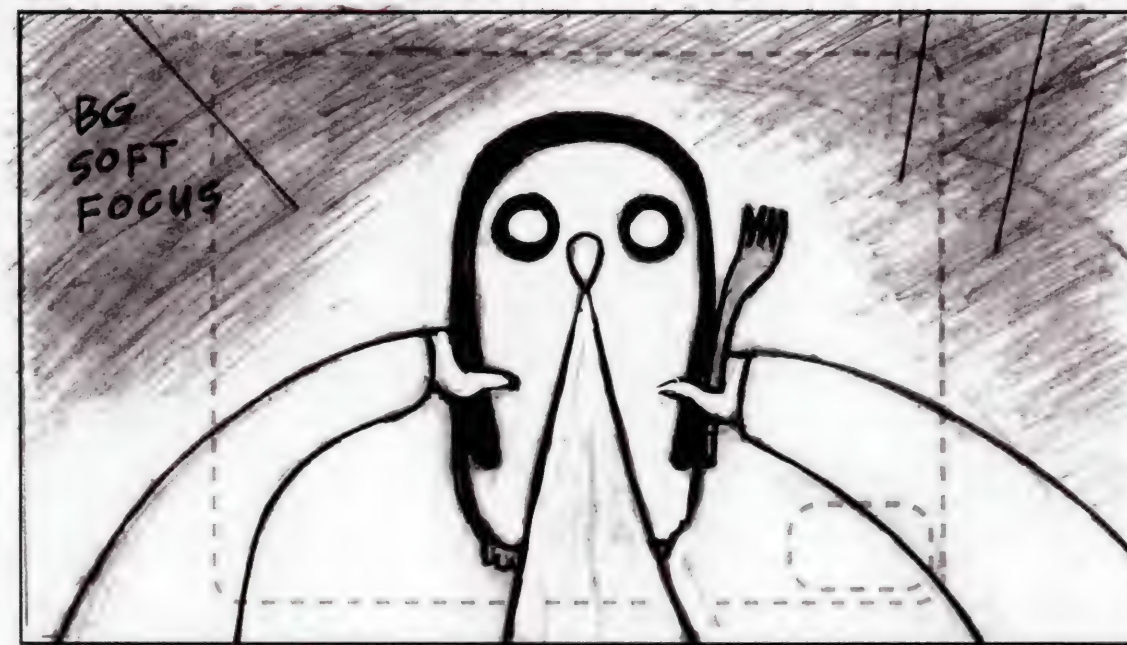


Sc. 26

Pnl. A

Bg.

day night



Dialog:

IK: CHEESECAKE IS NOT GOOD
FOR PENGUINS! SILLY
GUNTER! SILLY...

(VO)
IK: ...GUNTER UNTER WOO!

Action:

- IK TOUCHES HIS NOSE TO GUNTER'S BEAK

- ICE KING P.O.V.

OCT 09 2014

Timing:

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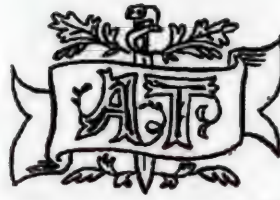
EPISODE #

1025/198

Production :

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ADVENTURE TIME



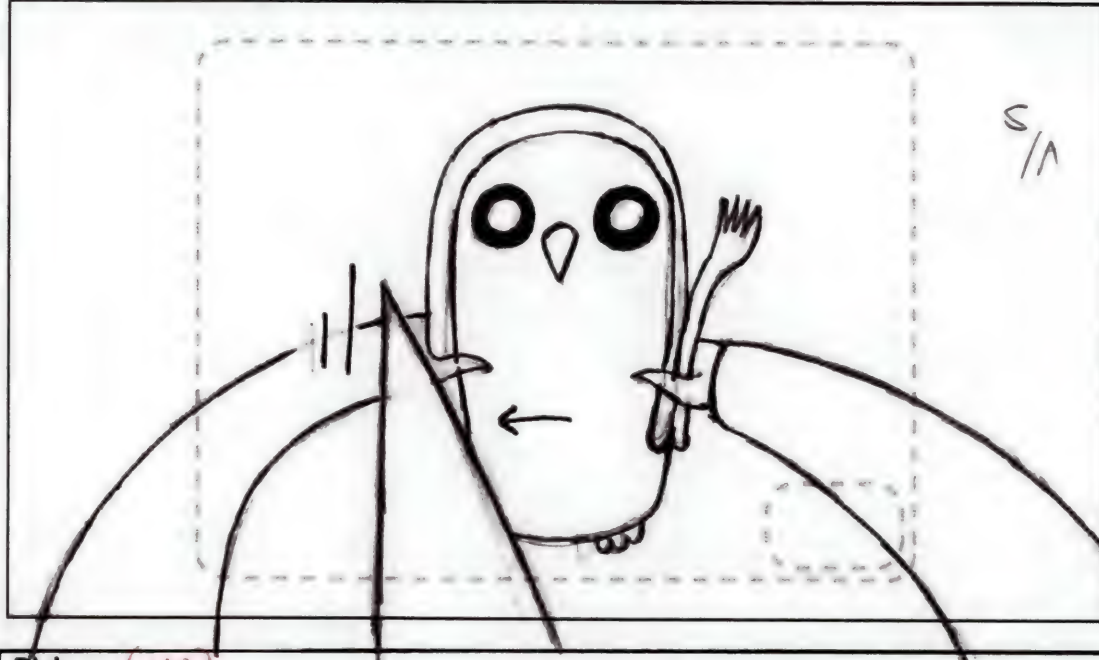
Page 71

Sc. 26 *CONT*

Pnl. B

Bg.

day night



Sc. 26 *CONT*

Pnl. C

Bg.

day night



Dialog: (VO)

I.K.: NO-ooo...



NOSE
BACK AND FORTH

IK (VO)

...ooo!...



NOSE

Action:

NOSE GOES FROM SIDE TO SIDE
AS I.K. SHAKES HIS HEAD "NO".

OCT 09 2014

Timing:

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EPISODE #

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Production :

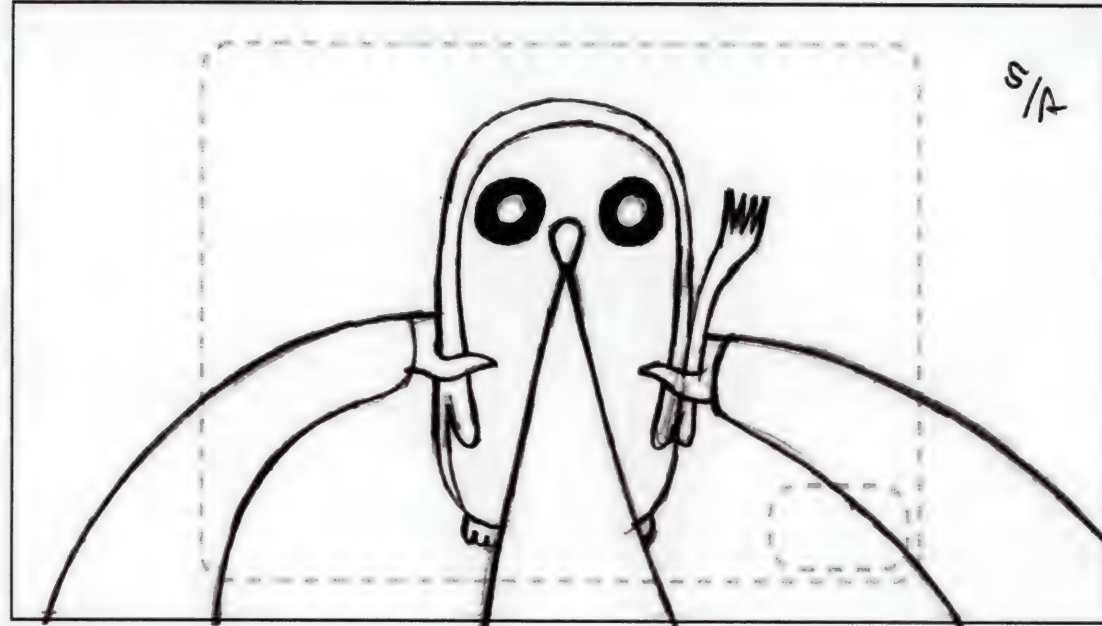
1025/198

ADVENTURE TIME

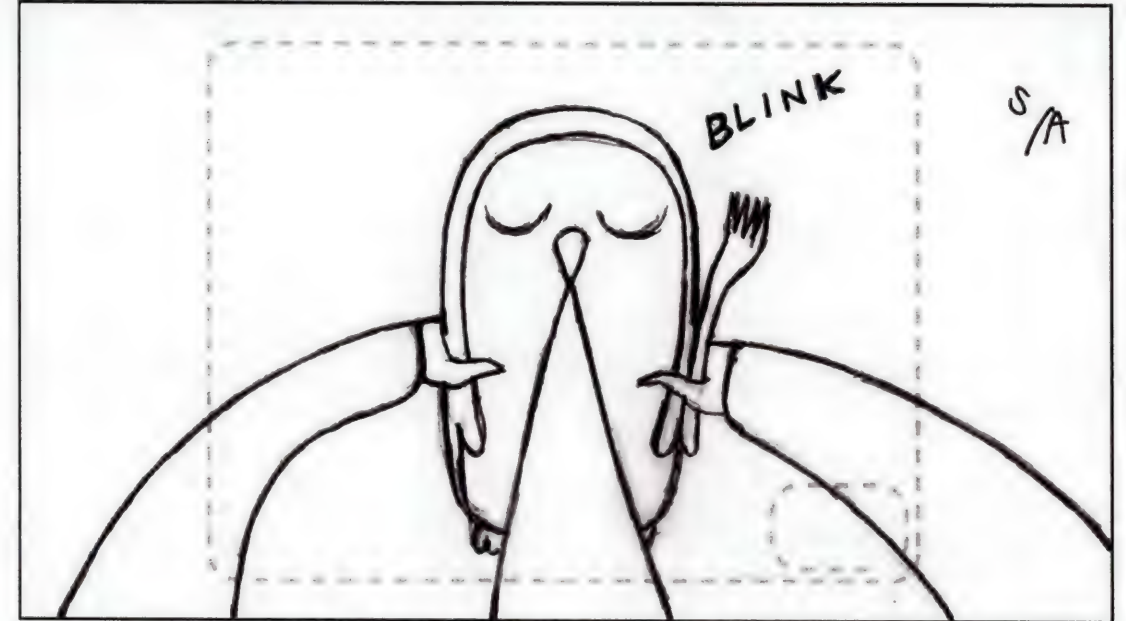


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Sc. 26 *CONT* Pnl. D Bg. day night



Sc. 26 *CONT* Pnl. E Bg. day night



Dialog:

Action:

HOLD (PAUSE)

GUNTER BLINKS

Timing:

OCT 09 2014

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EPISODE #

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Production :

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1025/198

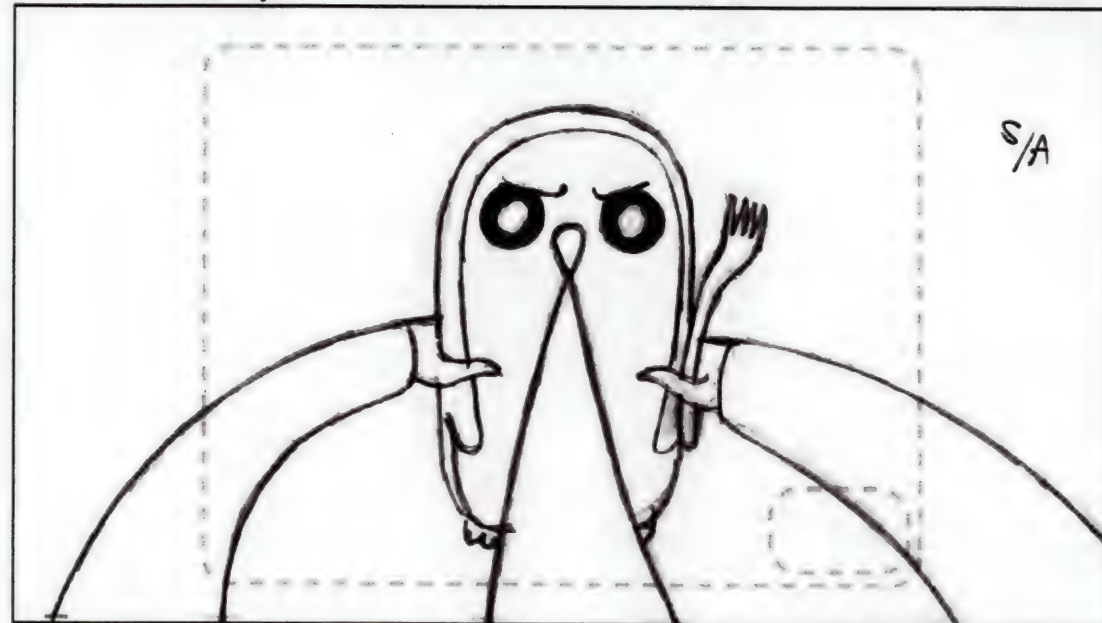
ADVENTURE TIME



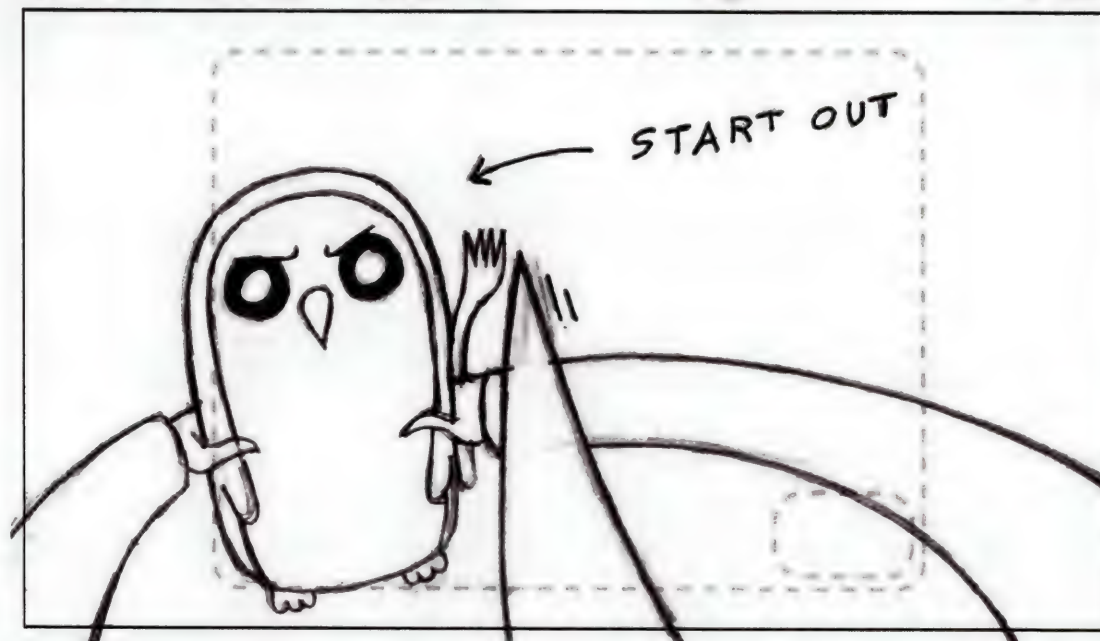
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Hi Cut

Sc. 26 *cont* Pnl. F Bg. day night



Sc. 26 *cont* Pnl. G Bg. day night



Dialog:

GUNTER: WENK.

Action:

- IK MOVES GUNTER BACK TO ARM OF CHAIR (CUT ON ACTION)

Timing:

OCT 09 2014

Production :

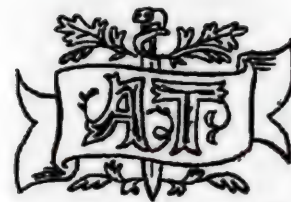
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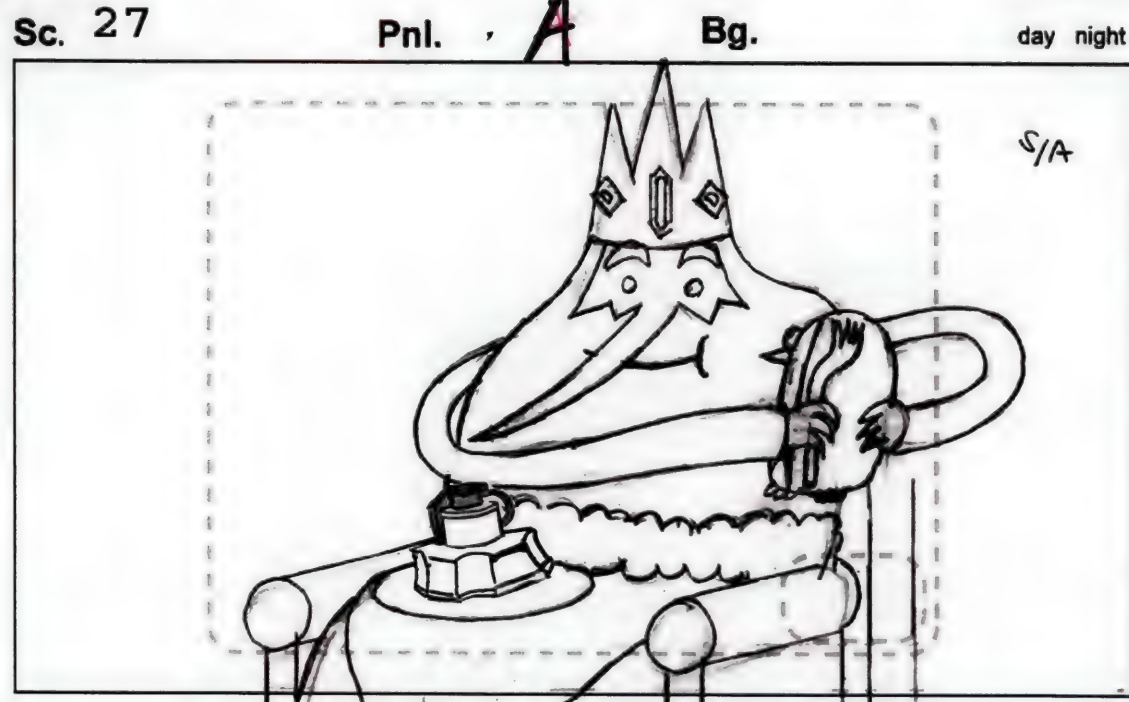
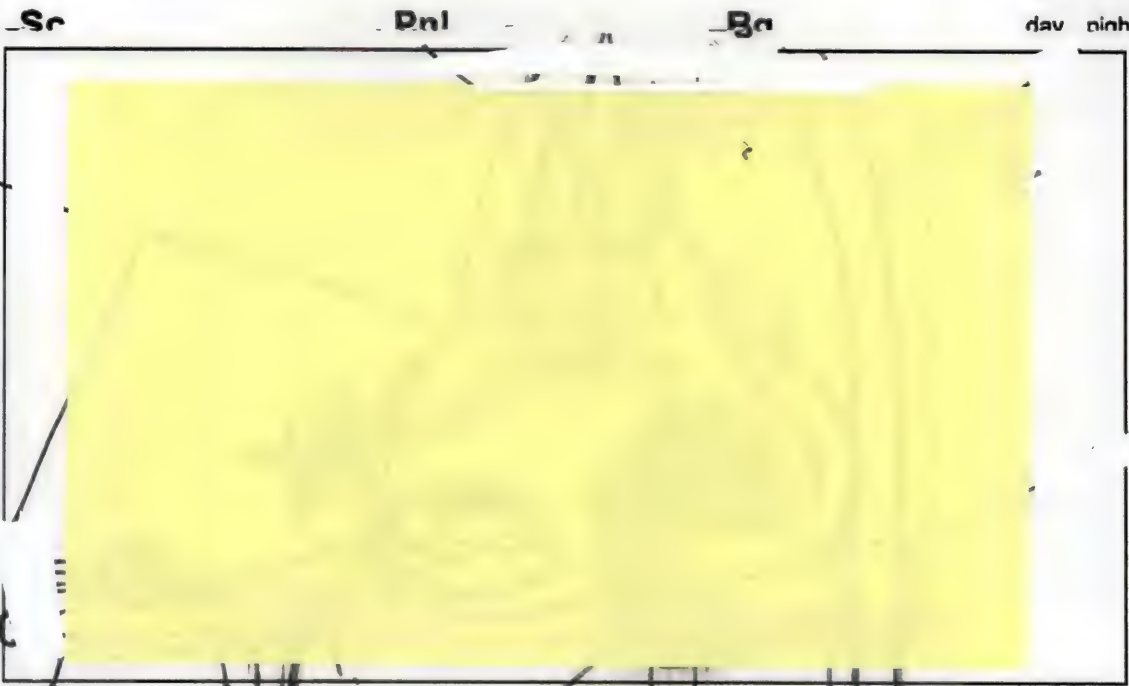
1025/198

1025/198

ADVENTURE TIME



He
Cut



Dialog:	
Action:	
Timing:	



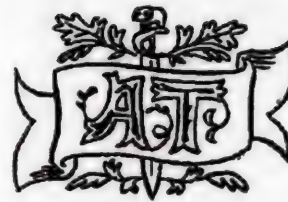
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Production :
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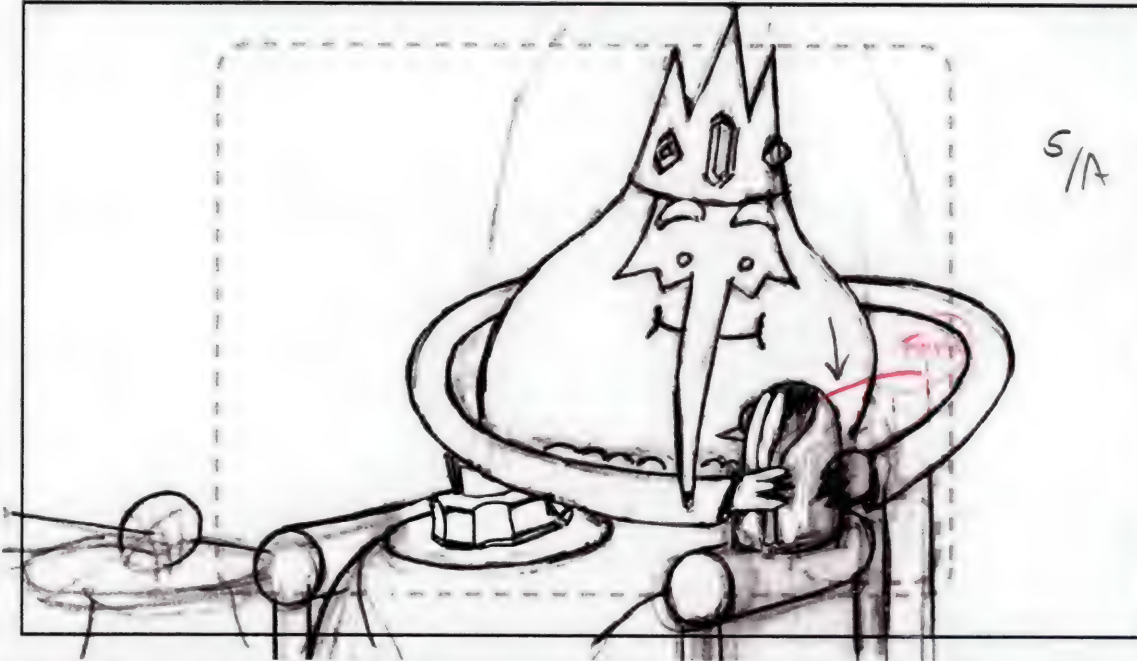
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ADVENTURE TIME

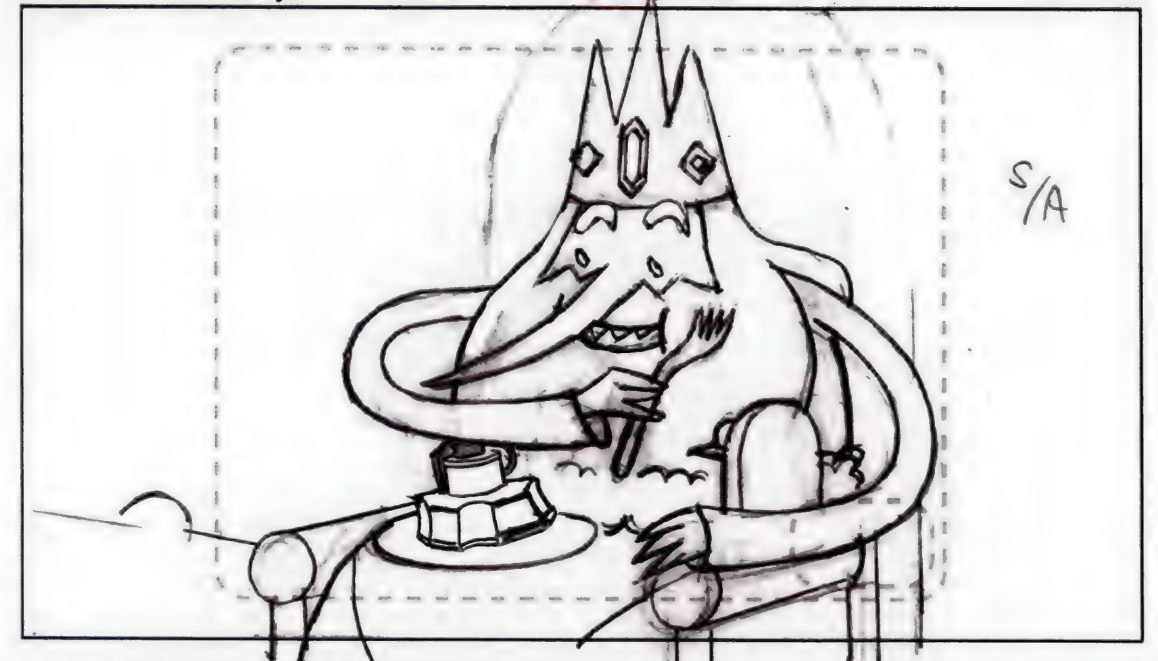


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Sc. 27 CONT Pnl. B Bg. day night



Sc. 27 CONT Pnl. C Bg. day night



Dialog:

IK: YOU WIN THIS ROUND,
MISTER CHEESECAKE.

Action:

PUTS GUNTER DOWN



Timing:

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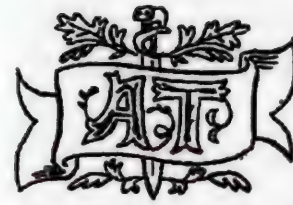
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Production :

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ADVENTURE TIME



the cut

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Sc. 27 *cont*

Pnl.

D

Bg.

day night

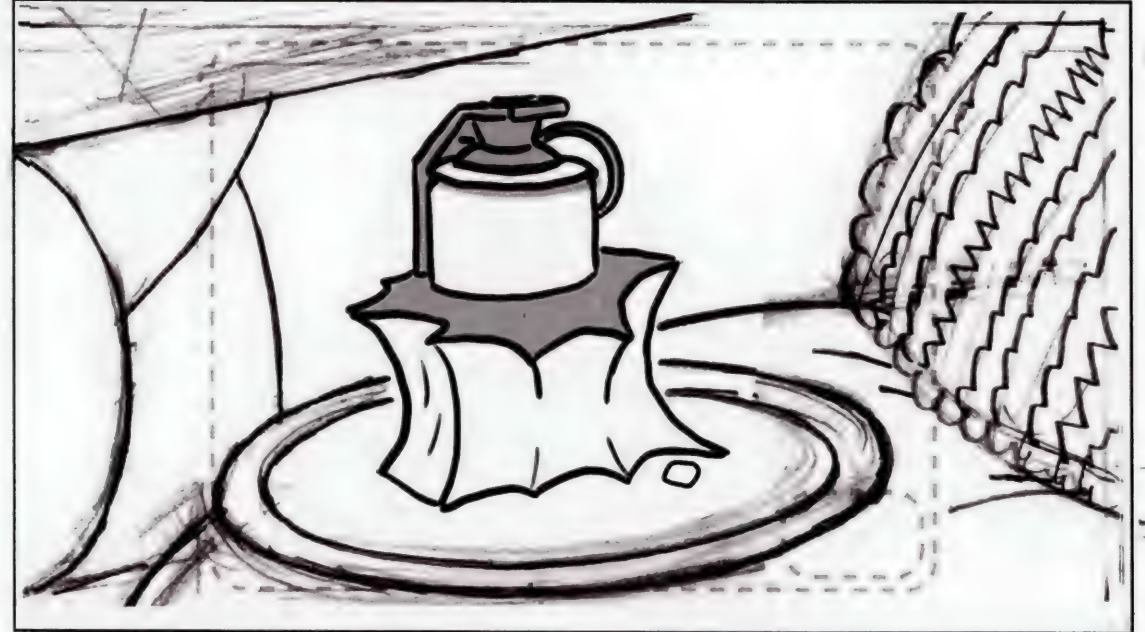


Sc. 28

Pnl. A

Bg.

day night



Dialog:

IK: I'LL JUST CLEAN UP...

IK: ^(VO) ...A FEW CRUMBS, AND...

Action:

-CU OF CHEESCAKE.

OCT 09 2014

Timing:

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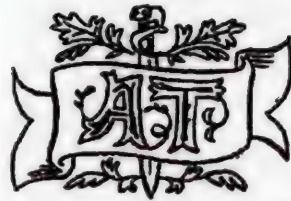
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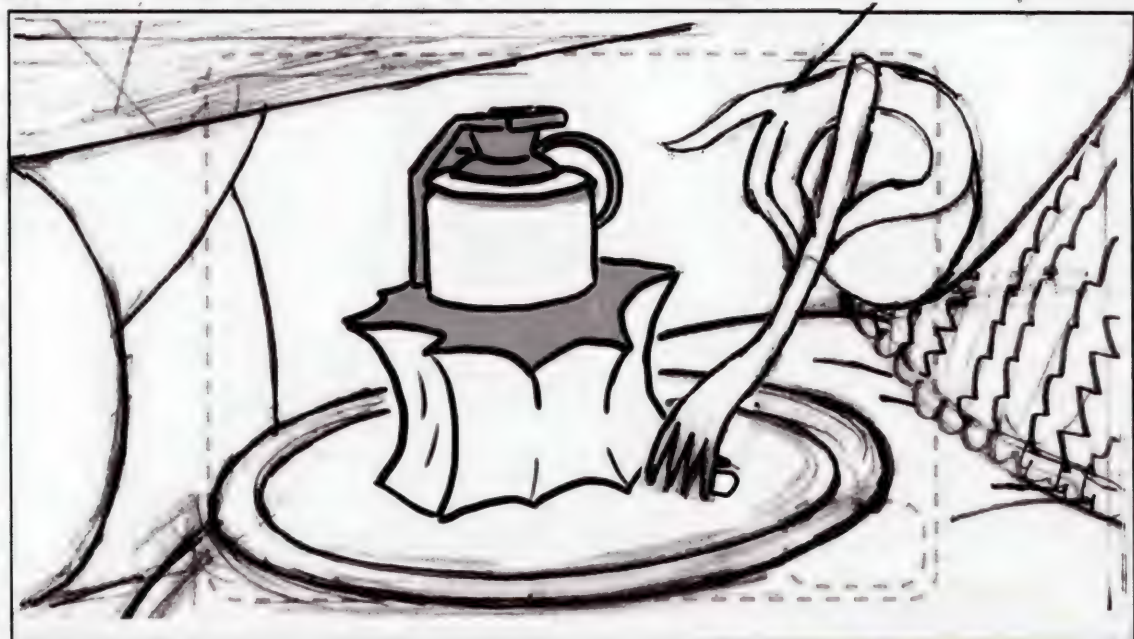
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Sc. 28 *CONT*

Pnl. B

Bg.

day night

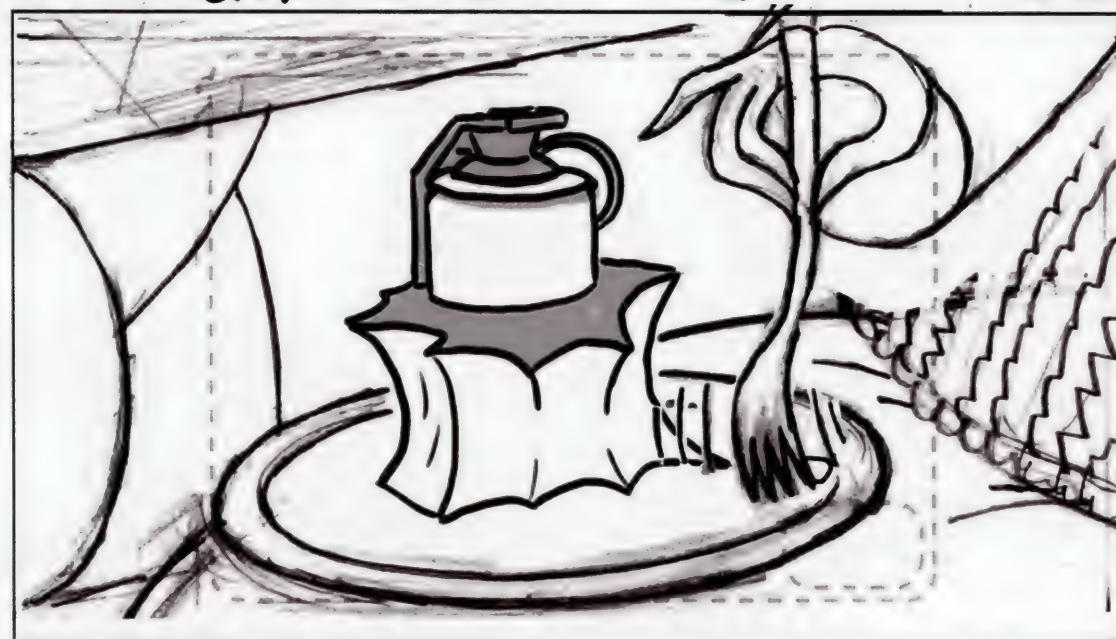


Sc. 28 *CONT*

Pnl. C

Bg.

day night



Dialog:

IK:

... LEAVE THE
REST ...

TO CUTOFF

IK:

... FOR TOMORROW.

Action:

IK SCRAPES CRUMBS AND ICING

OCT 09 2014

Timing:



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ADVENTURE TIME



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Sc. 29

Pnl. A

Bg.

day night



Sc. 29 *CONT*

Pnl. B

Bg.

day night



Dialog:

IK: I'VE HAD --
(OS)

IK: ENOUGH FOR ONE Day.
(OS)

Action:

-G. GROWS MORE FRUSTRATED.

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10 25 / 19 8

Ho
Cut

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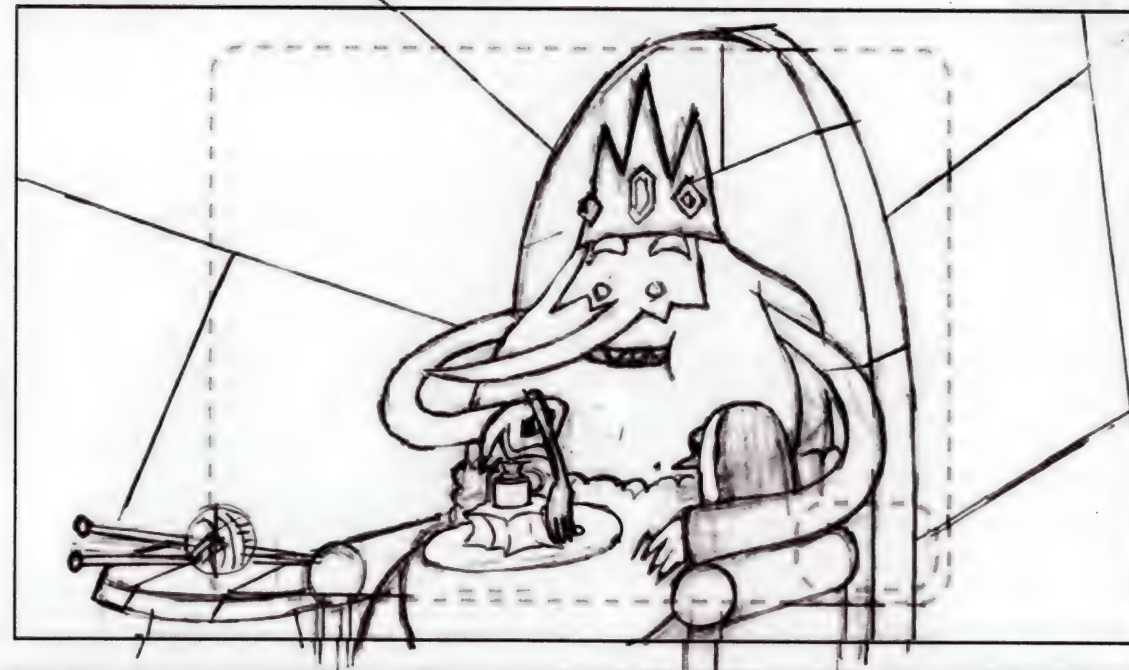


Sc. 30

Pnl. A

Bg.

day night

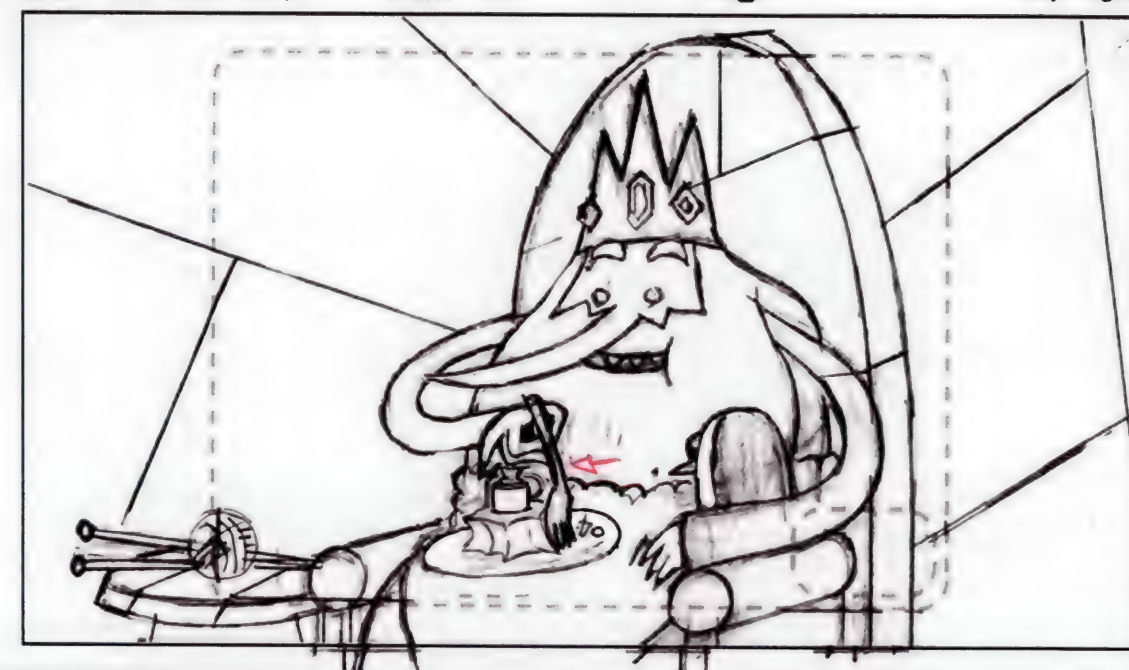


Sc. 30 *cont*

Pnl. B

Bg.

day night



Dialog:

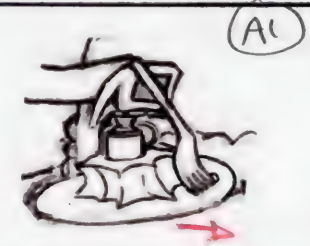
SFX: SCRAPE SCRAPE SCRAPE

Action: IK SCRAPES PLATE WITH FORK.

IK SCRAPES PLATE WITH FORK

OCT 09 2014

Timing:

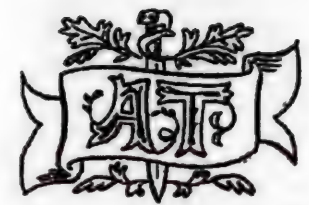


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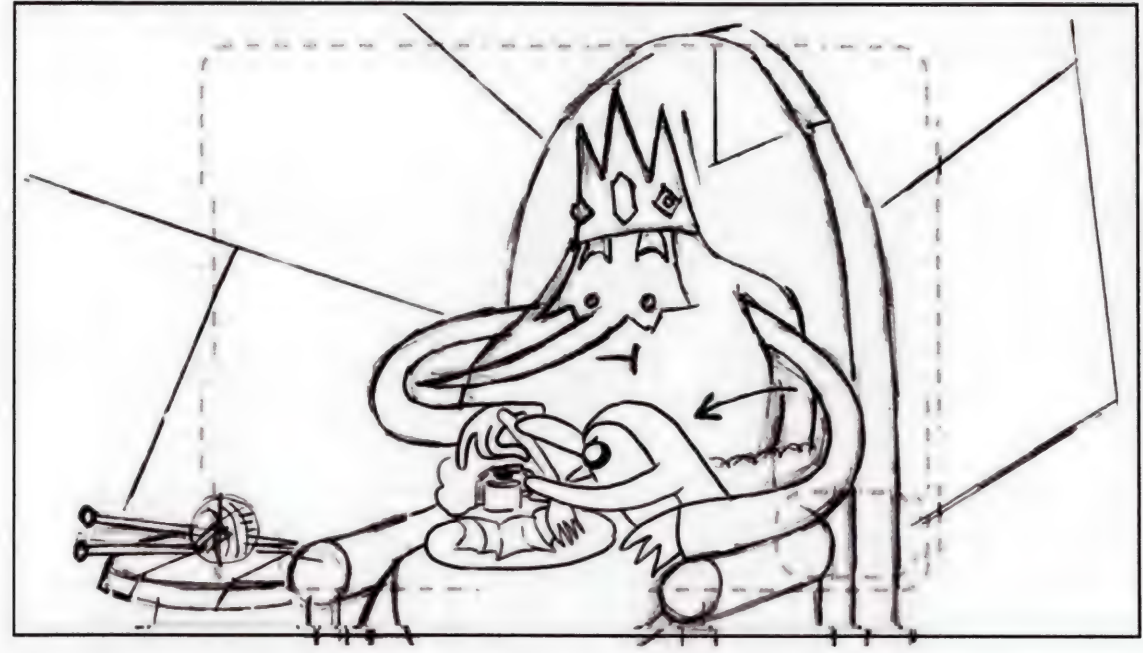
Production :

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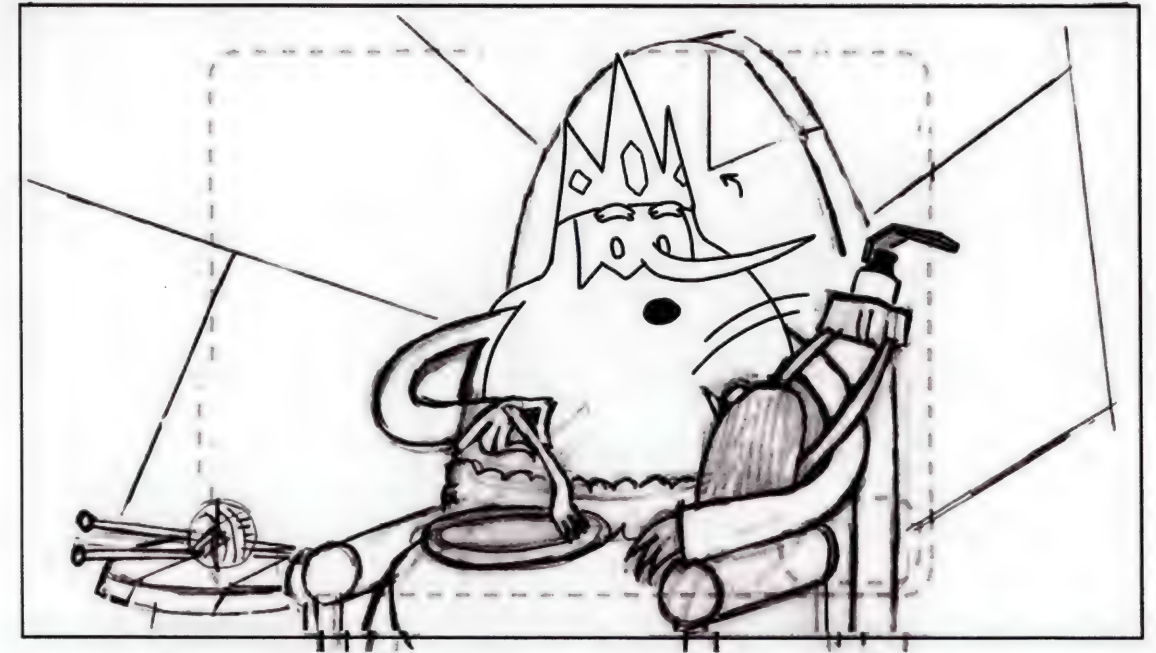
ADVENTURE TIME



Sc. 30 *CONT* Pnl. C Bg. day night

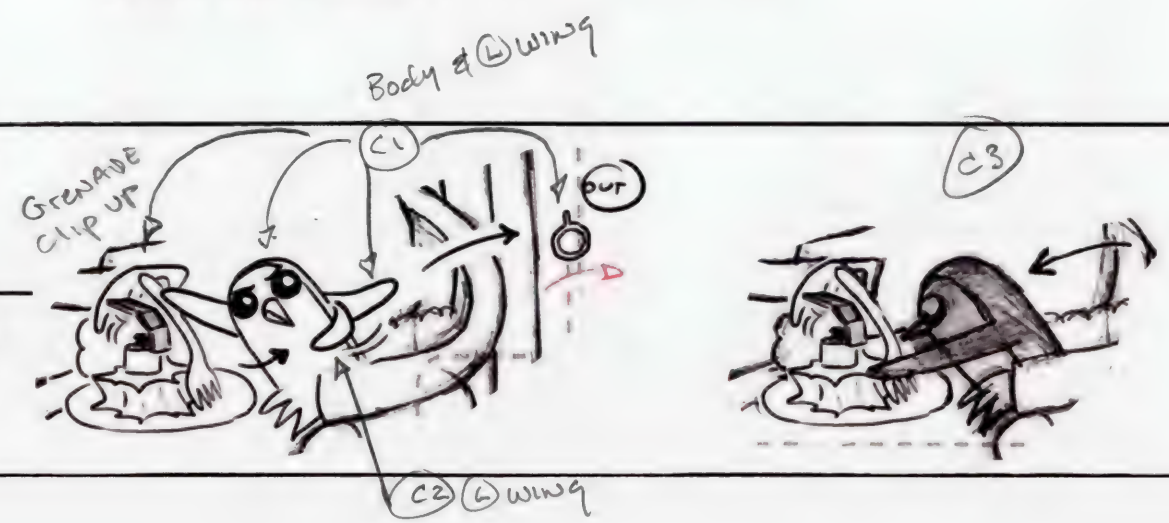


Sc. 30 *CONT* Pnl. D Bg. day night



Dialog:
GUNTER GRABS CHEESECAKE.

Action:
Timing:



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EPISODE #

1025/198

Production :

1025/198

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1025/198

ADVENTURE TIME

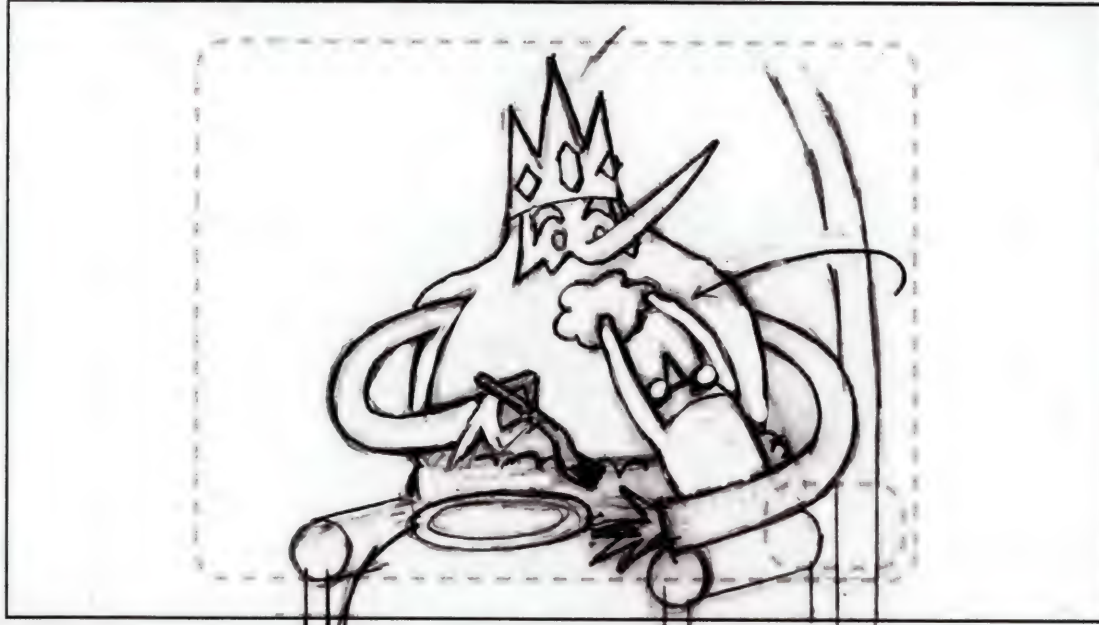


Page 81

Sc. 30 *CONT* Pnl. E

Bg.

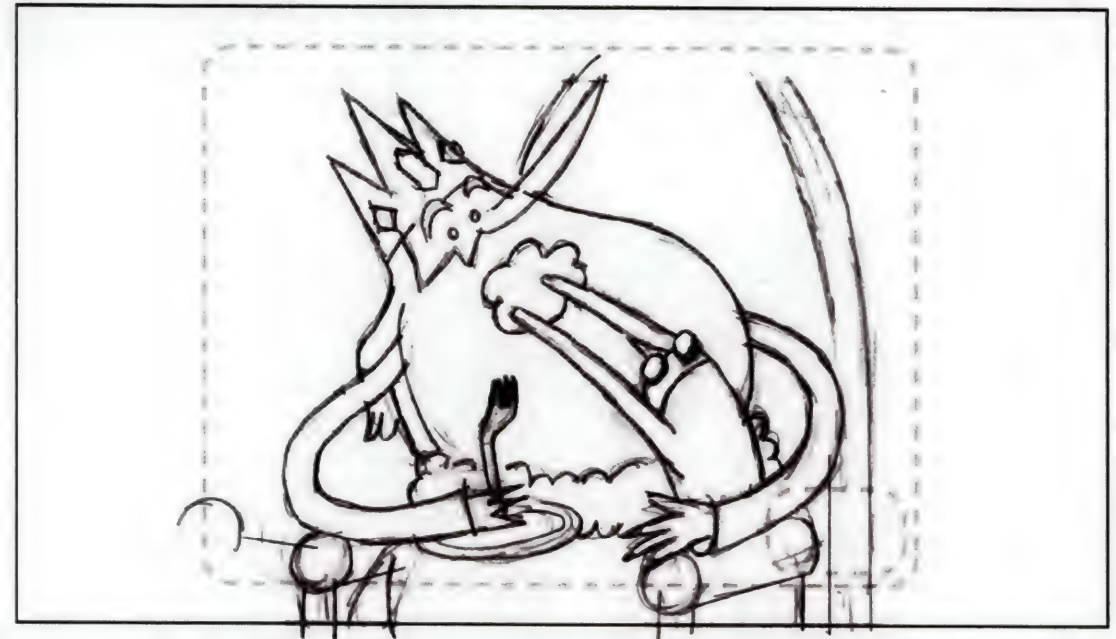
day night



Sc. 30 *CONT* Pnl. F

Bg.

day night



Dialog:

IK: Mmp!

Action:

Timing:

OCT 09 2014

Production :

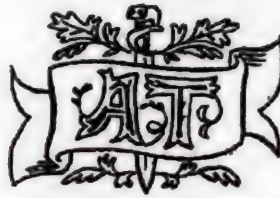
EPISODE #

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1025/198

ADVENTURE TIME

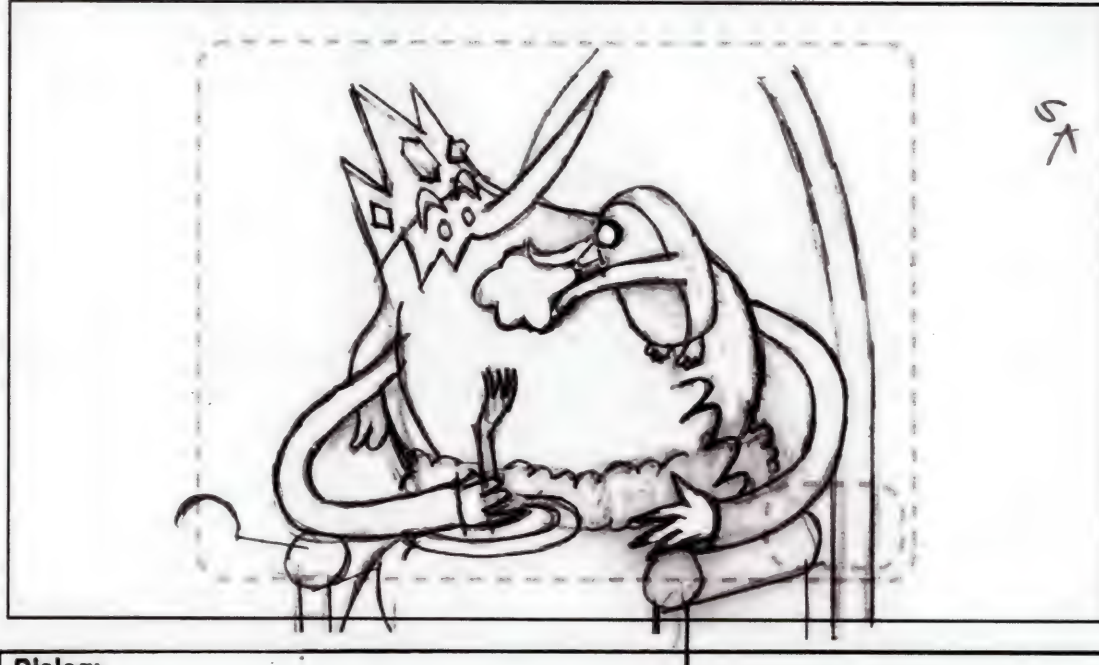


Page 82

Sc. 30 *CONT* Pnl. G

Bg.

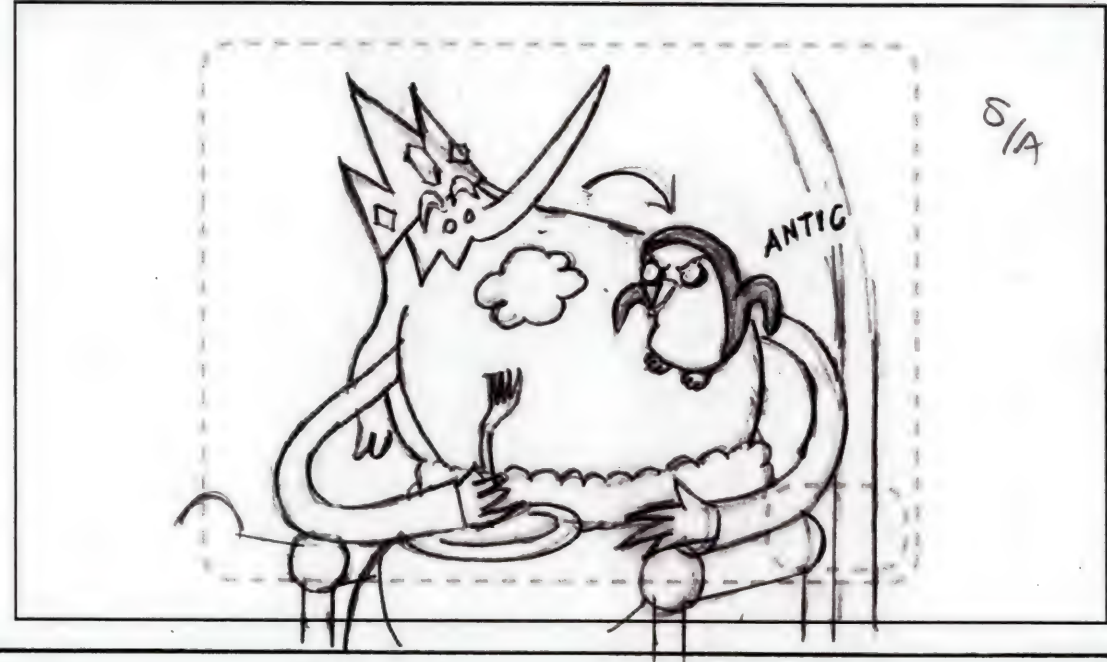
day night



Sc. 30 *CONT* Pnl. H

Bg.

day night



Dialog:

Action:

GUNTER
WALKS
UP

ANTIC
GUNTER

OCT 09 2014

Timing:

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EPISODE #

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Production :

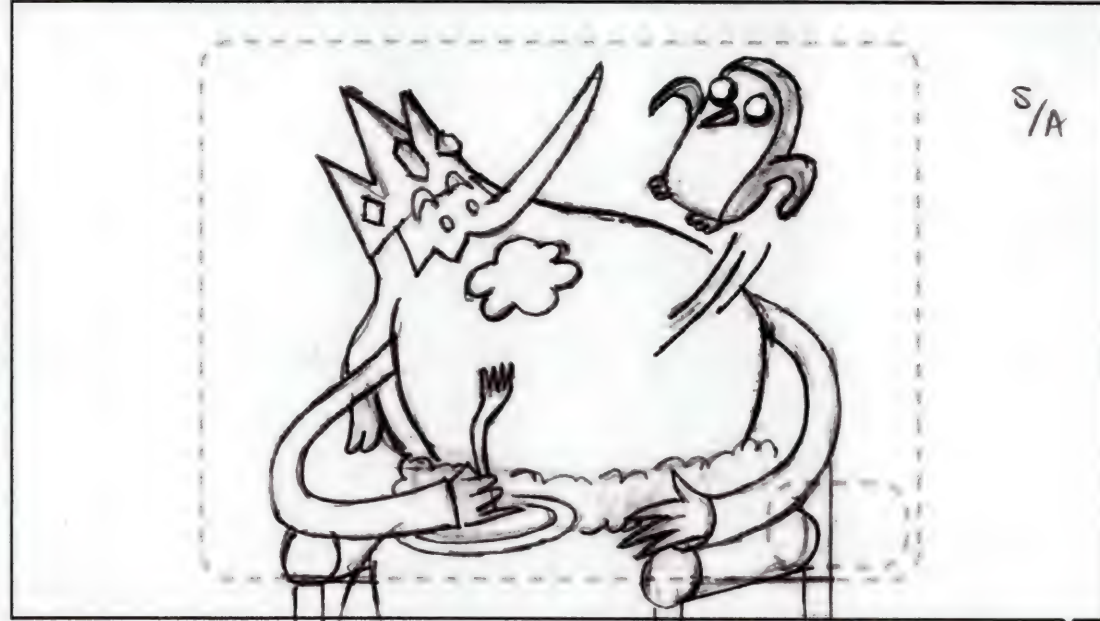
1025/198

ADVENTURE TIME

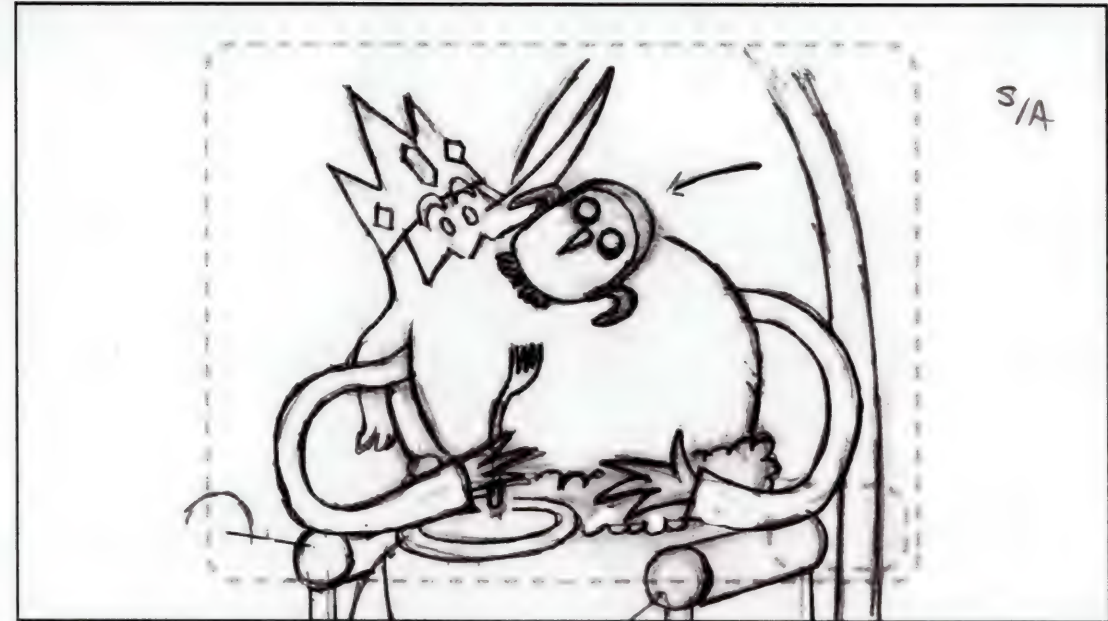


Page 83

Sc. 30 *CONT* Pnl. I Bg. day night



Sc. 30 *CONT* Pnl. J Bg. day night



Dialog:

IK: MMP!

Action:

- GUNTER HOPS

- GUNTER STOMPS REST OF CHEESECAKE
INTO IK'S MOUTH.

OCT 09 2014

Timing:

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EPISODE #

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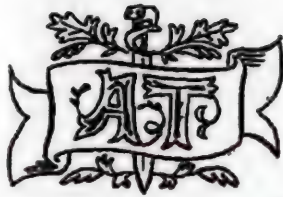
Production :

1025/198

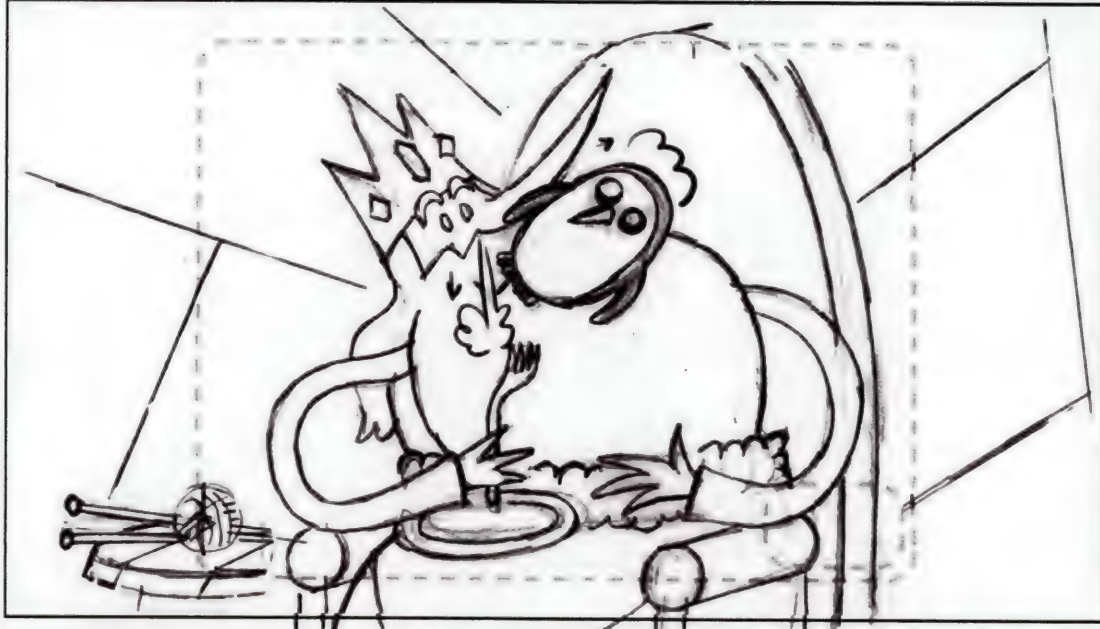
1025/198

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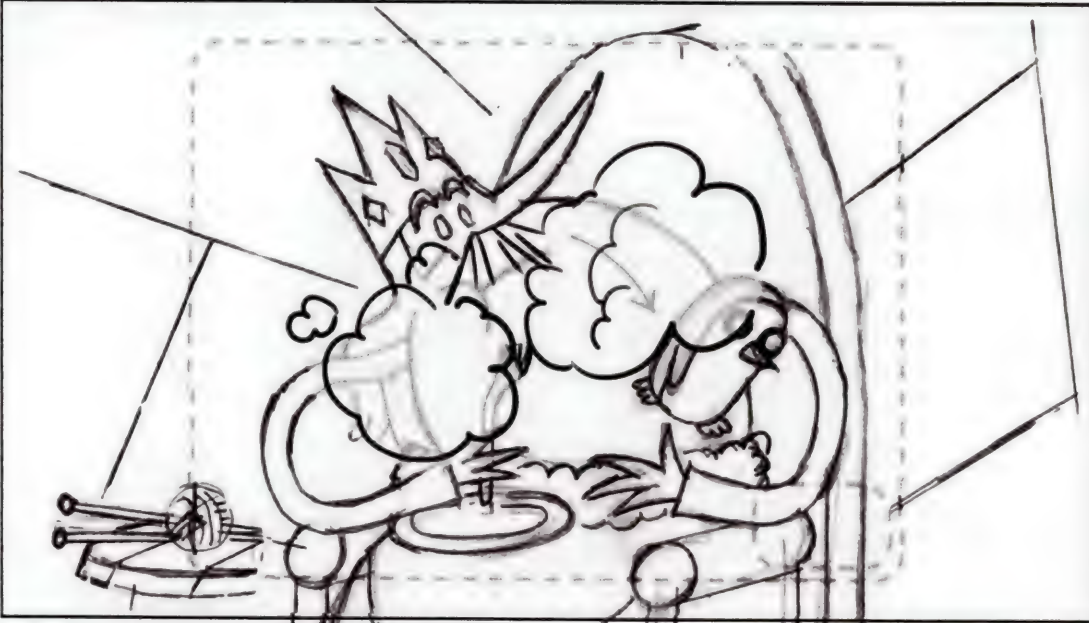
ADVENTURE TIME



Sc. 30 *CONT* Pnl. K Bg. day night



Sc. 30 *CONT* Pnl. L Bg. day night



Dialog:

IK : GLP!

Action:

(RECOVER
GUNTER)

GUNTER WALKS BACK
TO HIS PLACE ON THE
CHAIR

OCT 09 2014

Timing:

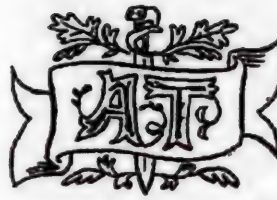
EPISODE # 1025-198

Production :

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1025/198

ADVENTURE TIME

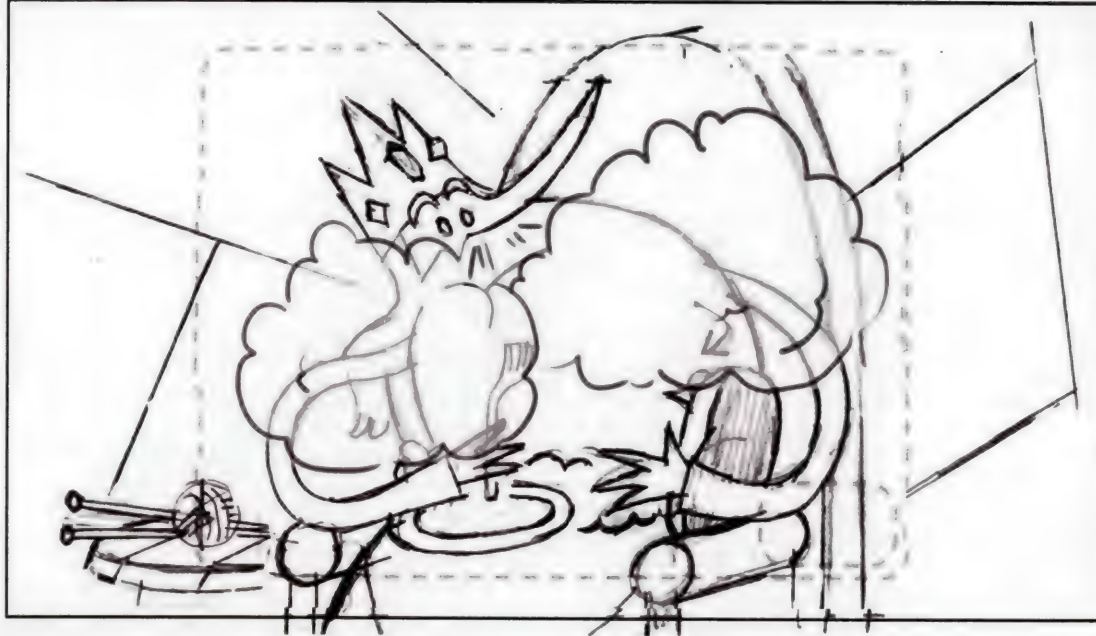


Page 85

Sc. 30 *cont* Pnl. M

Bg.

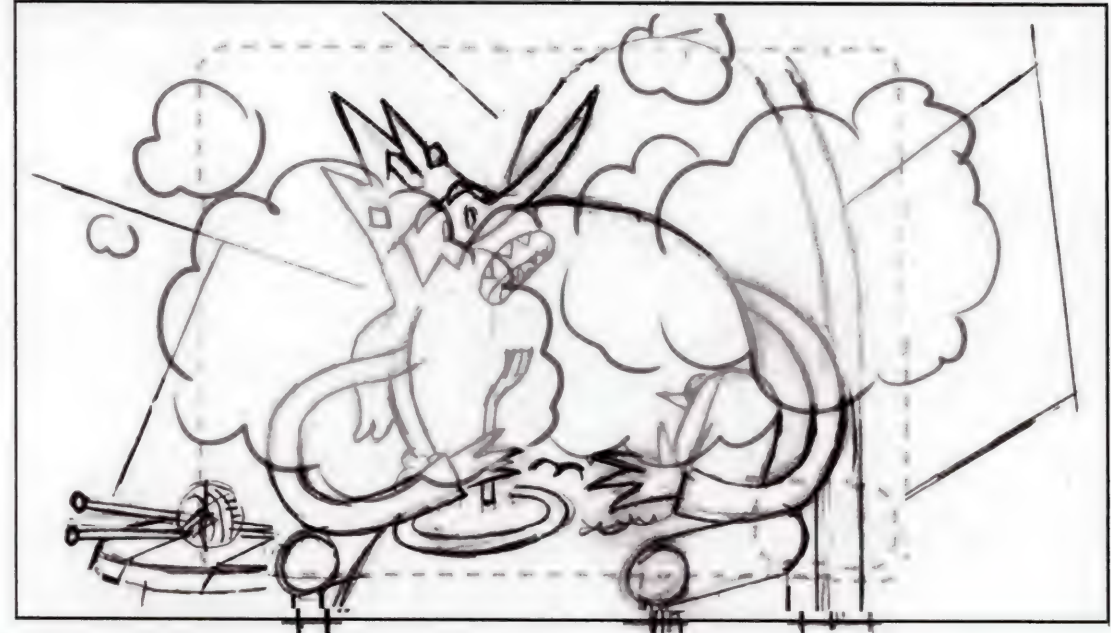
day night



Sc. 30 *cont* Pnl. N

Bg.

day night



Dialog:

IK: GUNTER!

Action:

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Timing:

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EPISODE #

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Production :

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ADVENTURE TIME

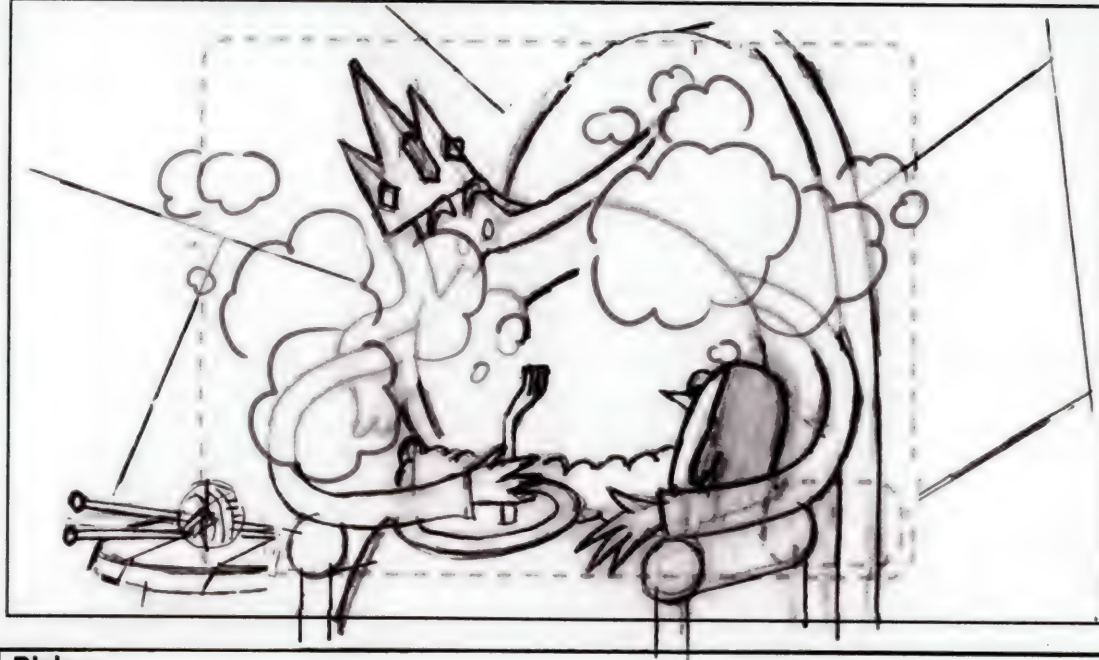


Page 86

Sc. 30 *cont* Pnl. O

Bg.

day night



Sc. 30 *cont* Pnl. P

Bg.

day night



Dialog:

Action:

IK RECOVERS (1)

OCT 09 2014

Timing:

1025-198

EPISODE #

1025/198

Production :

1025/198

ADVENTURE TIME



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Sc. 30 *cont* Pnl. Q Bg. day night



Dialog:

IK: YAWN!

(Q1)

Action:



Timing:

OCT 09 2014

Production :

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ADVENTURE TIME



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Sc. 30 *cont* Pnl. R

Bg.

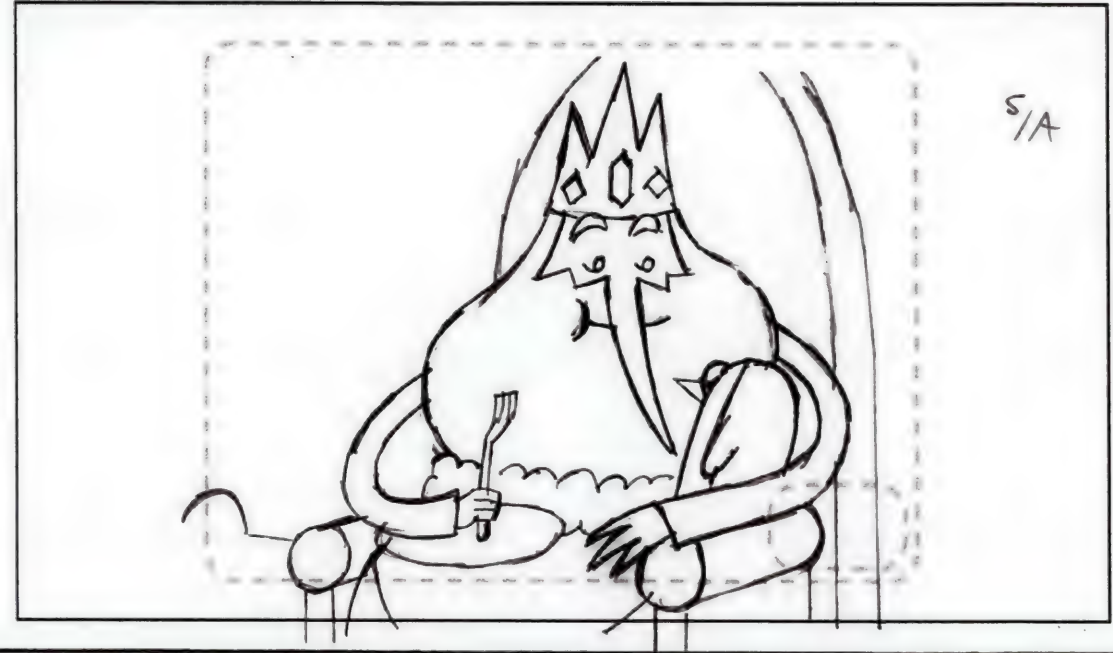
day night



Sc. 30 *cont* Pnl. S

Bg.

day night



Dialog:

Action:

[IK RECOVERS
FROM YAWN]

Timing:

WZ

(R1)

OCT 09 2014

1025-198
EPISODE #

Production :

1025/198

1025/198

ADVENTURE TIME

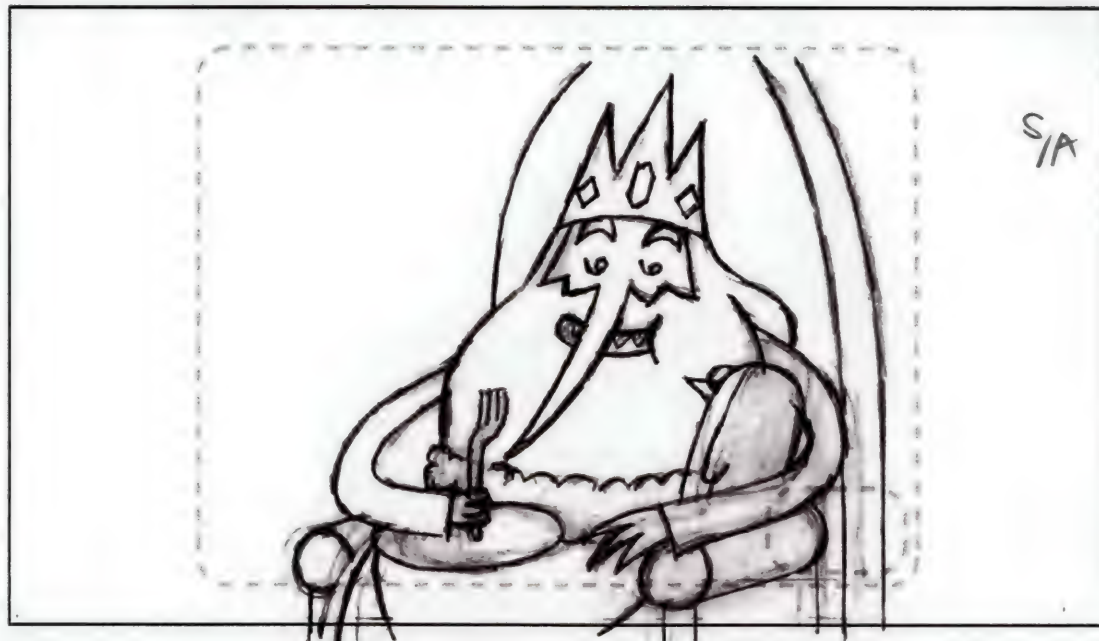


Page 89

Sc. 30 *CONT* Pnl. T

Bg.

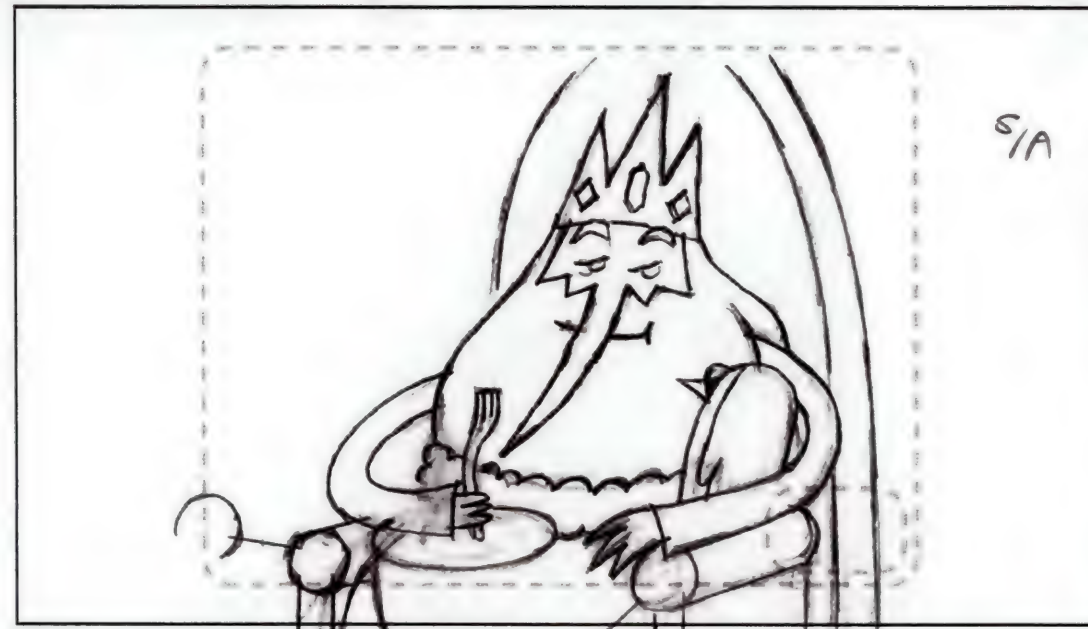
day night



Sc. 30 *CONT* Pnl. U

Bg.

day night



Dialog:

IK: MY LITTLE PAL ...

Action:

IK SETTLED

-IK LOOKS PROWSY.

OCT 09 2014

Timing:

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EPISODE #

1025/198

Production :

1025/198

ADVENTURE TIME

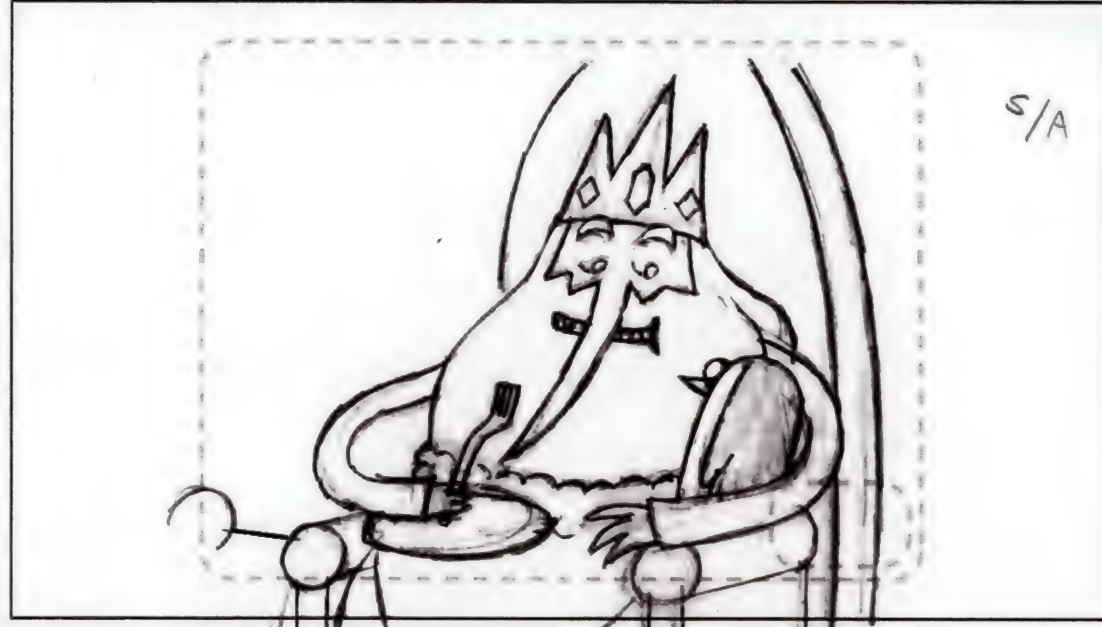


Page 90

Sc. 30 *cont* Pnl. V

Bg.

day night



Sc. 30 *cont* Pnl. W

Bg.

day night



Dialog:

IK: GUNTER I LOVE Y--

IK: ZZZ ...

Action:

IK SLEEPS, CONTENTEDLY

Timing:



OCT 09 2014

1025-198

EPISODE #

1025/198

Production :

1025/198

ADVENTURE TIME



Ho Cut

Page 91

Sc. 30 *cont* Pnl. X

Bg.

day night

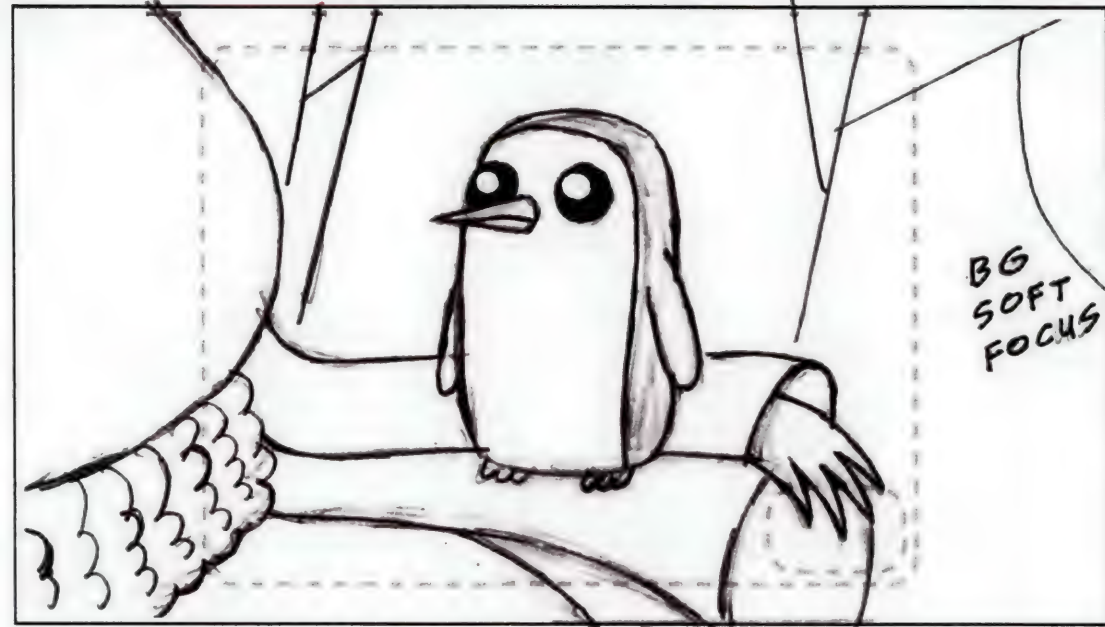


Sc. 31

Pnl. A

Bg.

day night



Dialog:

IK: ZZZ

Action:

GUNTER LEANS IN A BIT,
LOOKING AT IK.

GUNTER IS LOOKING AT IK.

OCT 09 2014

Timing:

1025-198

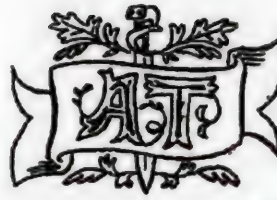
EPISODE #

1025/198

Production :

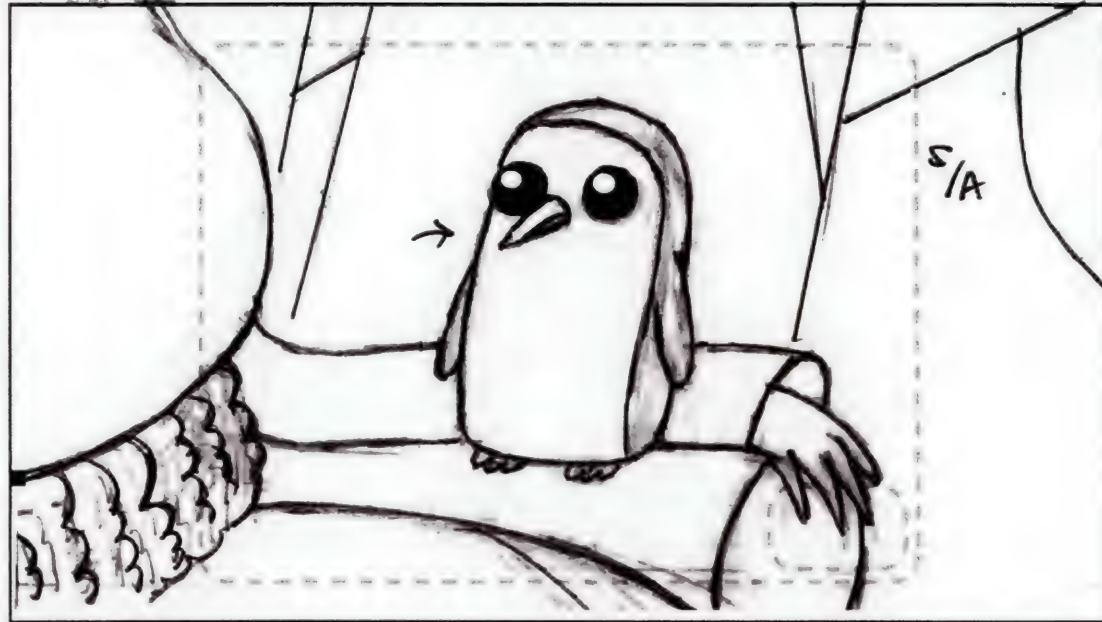
1025/198

ADVENTURE TIME

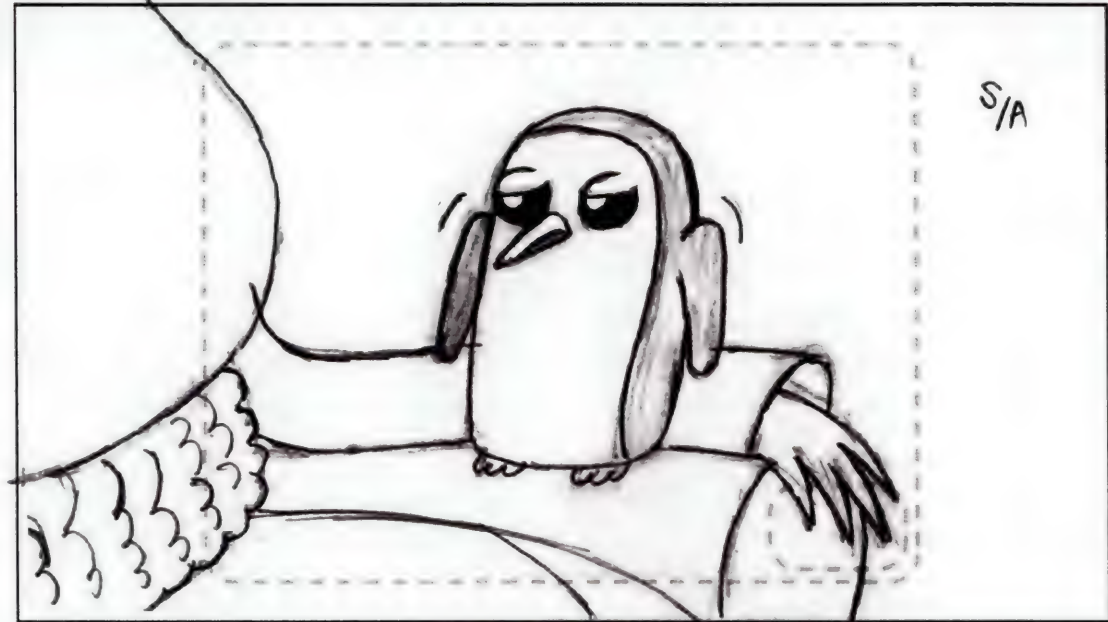


Page 92

Sc. 31 *cont* Pnl. B Bg. day night



Sc. 31 *cont* Pnl. C Bg. day night



Dialog:

Gunter/ [wenk]

Action:

GUNTER SETTLES BACK.

GUNTER SHRUGS WITH
INDIFFERENCE.

OCT 09 2014

Timing:

1025-198

EPISODE #

1025/198

Production :

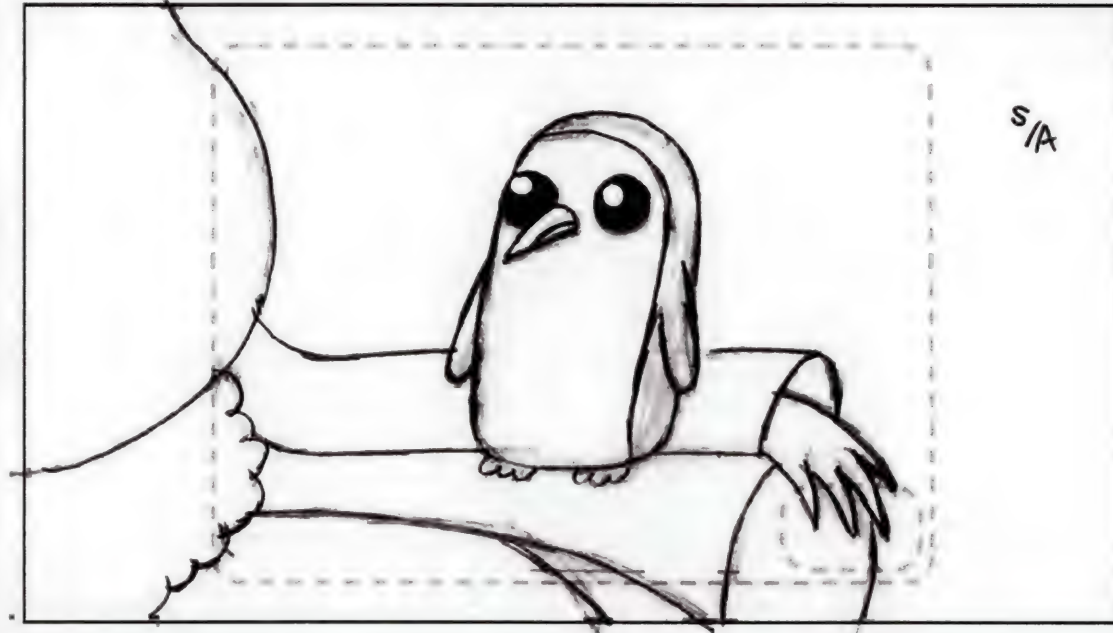
1025/198

ADVENTURE TIME

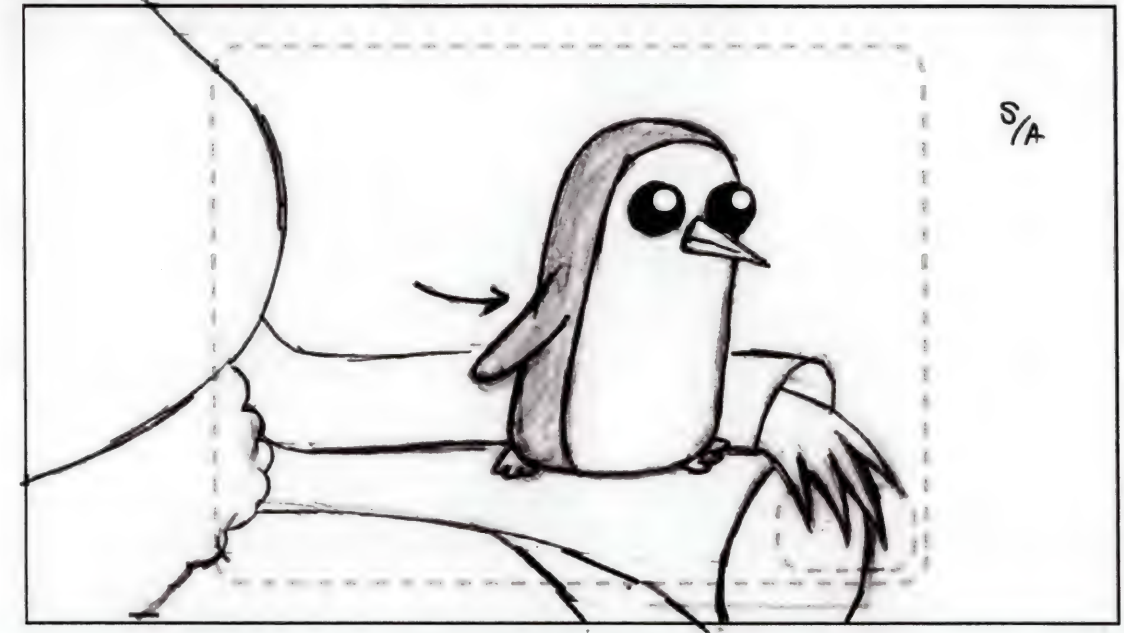


Page 93

Sc. 31 *CONT* Pnl. D Bg. day night



Sc. 31 *CONT* Pnl. E Bg. day night



Dialog:

Action:

(RECOVER GUNTER)

GUNTER EXITS...

OCT 09 2014

Timing:

EPISODE #

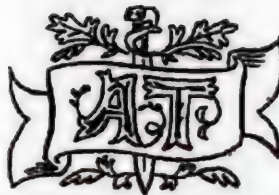
1025-198

1025/198

Production :

1025/198

ADVENTURE TIME



Ho
Cut

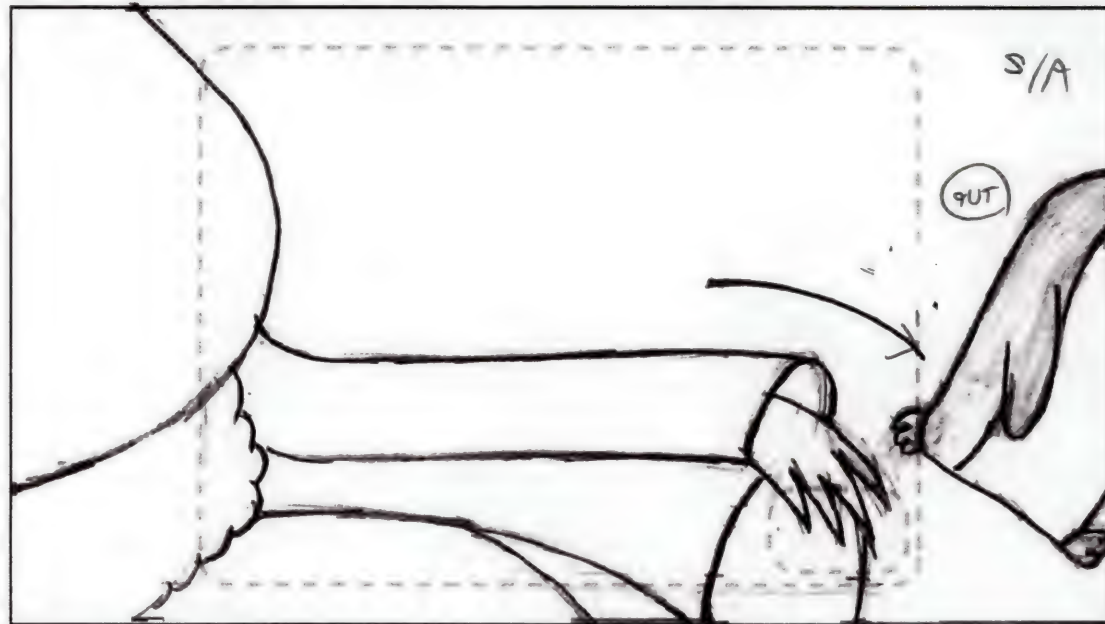
Page 94

Sc. 31 *cont*

Pnl. F

Bg.

day night



Sc. 32

Pnl. A

Bg.

day night



Dialog:

Action:

- IK SLEEPS, CONTENTEDLY.
- GUNTER WALKS OUT, PURPOSEFULLY. 1

OCT 09 2014

Timing:

EPISODE # 1025-198

1025/198

Production :

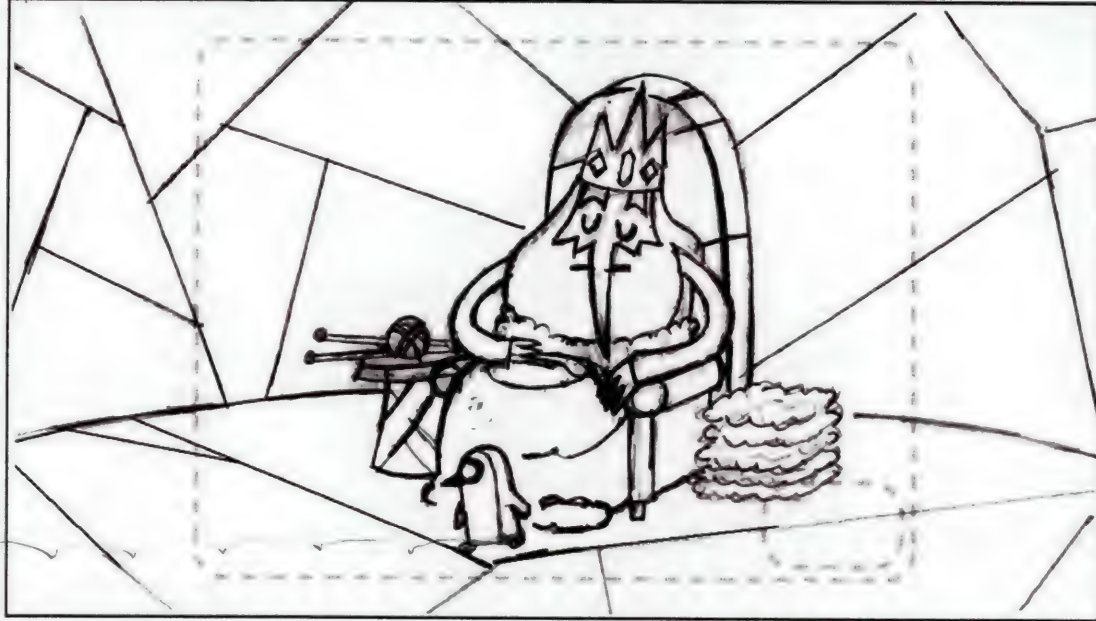
1025/198

ADVENTURE TIME

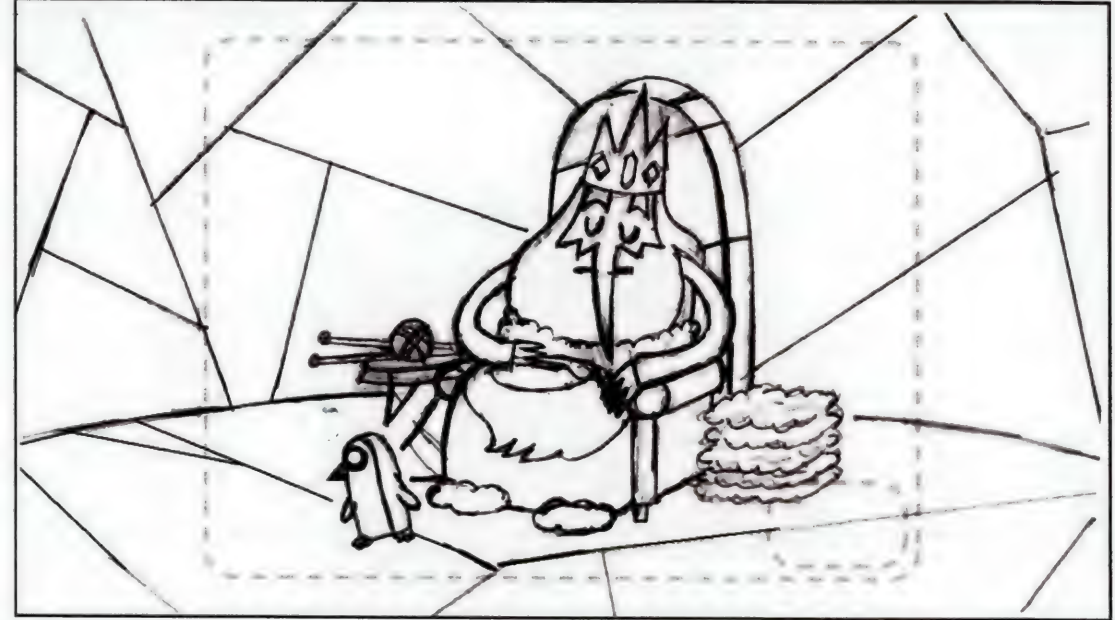


Page 95

Sc. 32 *cont* Pnl. B Bg. day night



Sc. 32 *cont* Pnl. C Bg. day night



Dialog:

Action:

GUNTER WALKS OUT 2

GUNTER WALKS OUT 3

OCT 09 2014

Timing:

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EPISODE #

1025/198

Production :

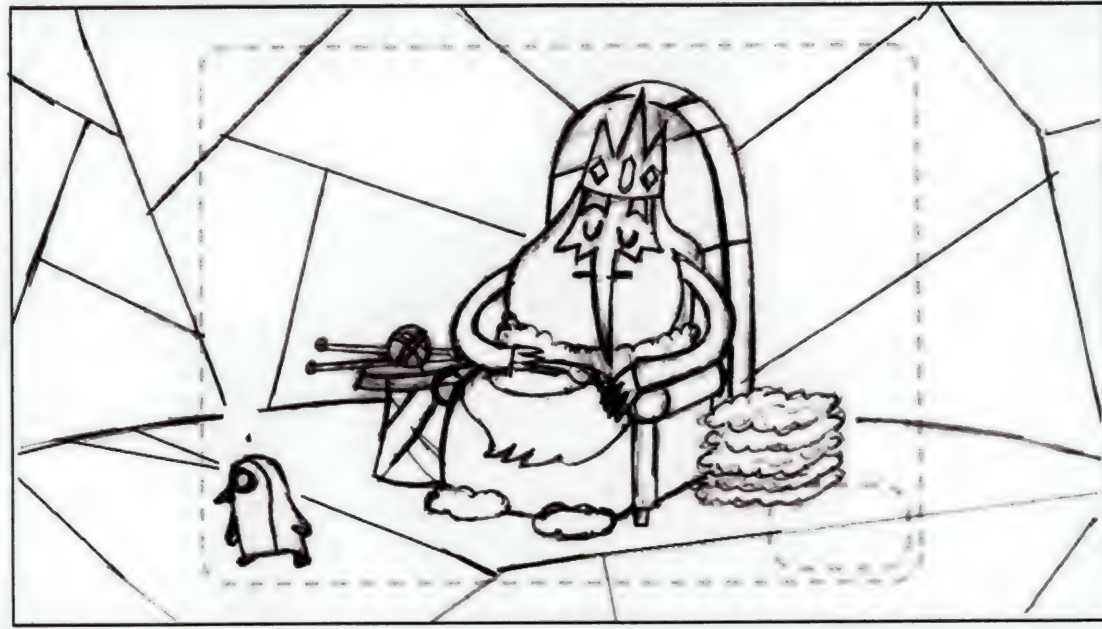
1025/198

ADVENTURE TIME

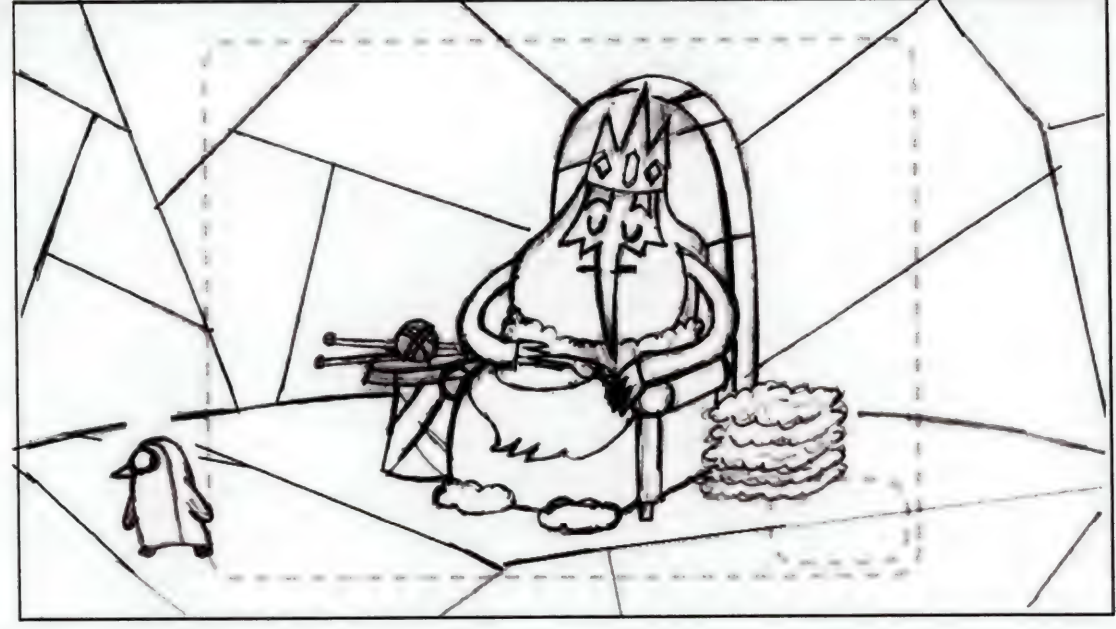


Page 96

Sc. 32 *cont* Pnl. D Bg. day night



Sc. 32 *cont* Pnl. E Bg. day night



Dialog:	
Action:	GUNTER WALKS OUT 4
	GUNTER WALKS OUT 5
Timing:	OCT 09 2014

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EPISODE #

1025/198

Production :

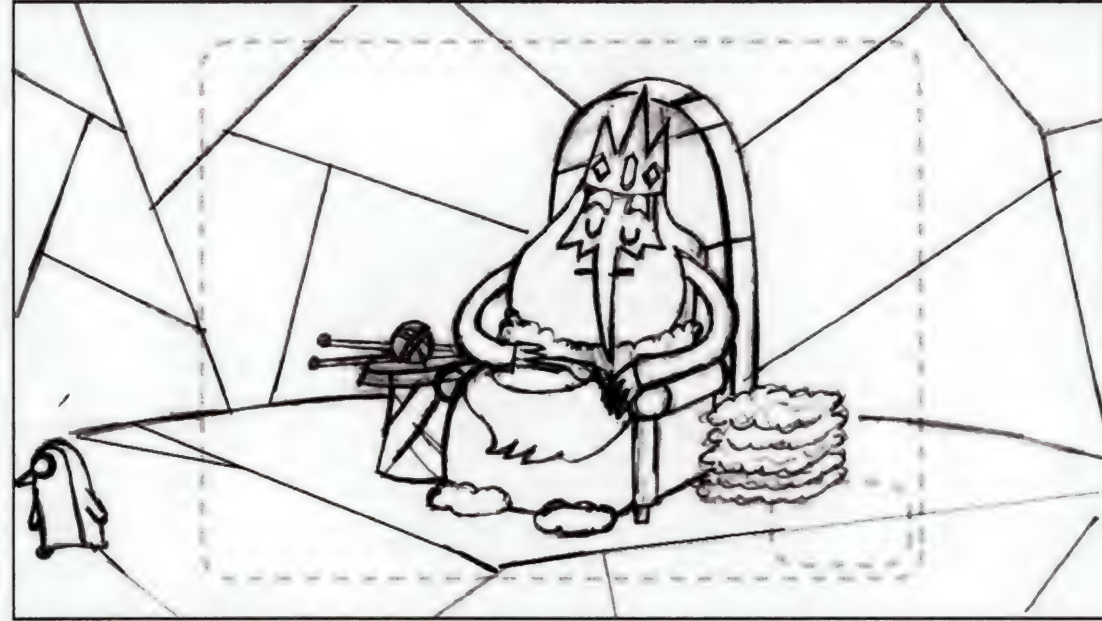
1025/198

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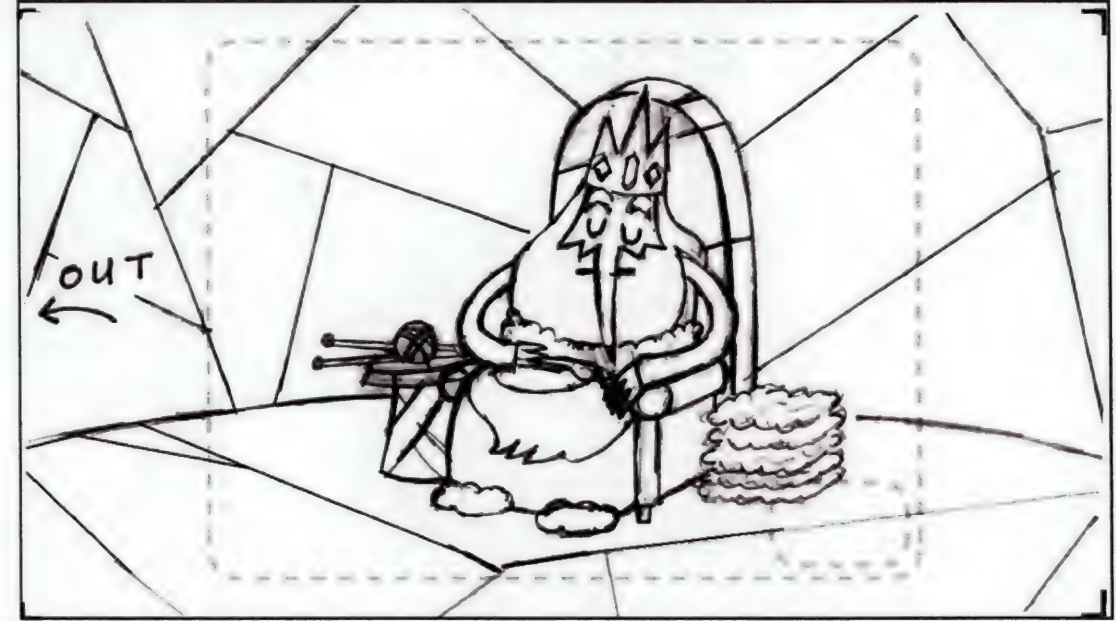
ADVENTURE TIME



Sc. 32 *cont* Pnl. F Bg. day night



Sc. 32 *cont* Pnl. G Bg. day night



Dialog:	
Action:	GUNTER WALKS OUT 6 GUNTER WALKS OUT OUT OCT 09 2014
Timing:	END OF ACT 1

Cont

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Production :

1025/198

1025/198

Cut

ADVENTURE TIME



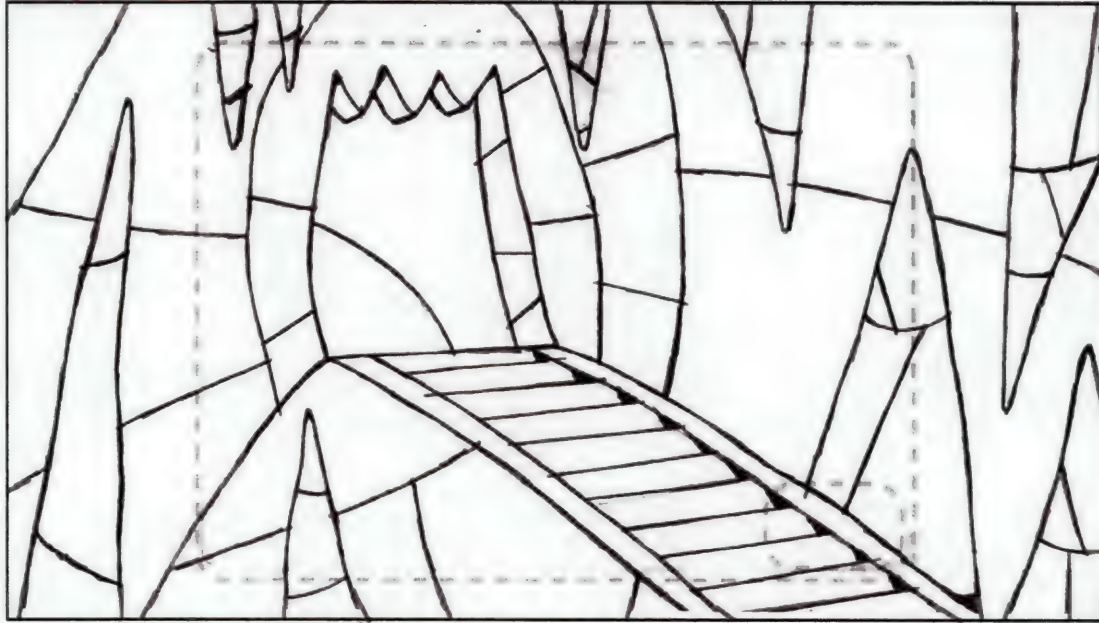
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Sc. 33

Pnl. A

Bg.

day night



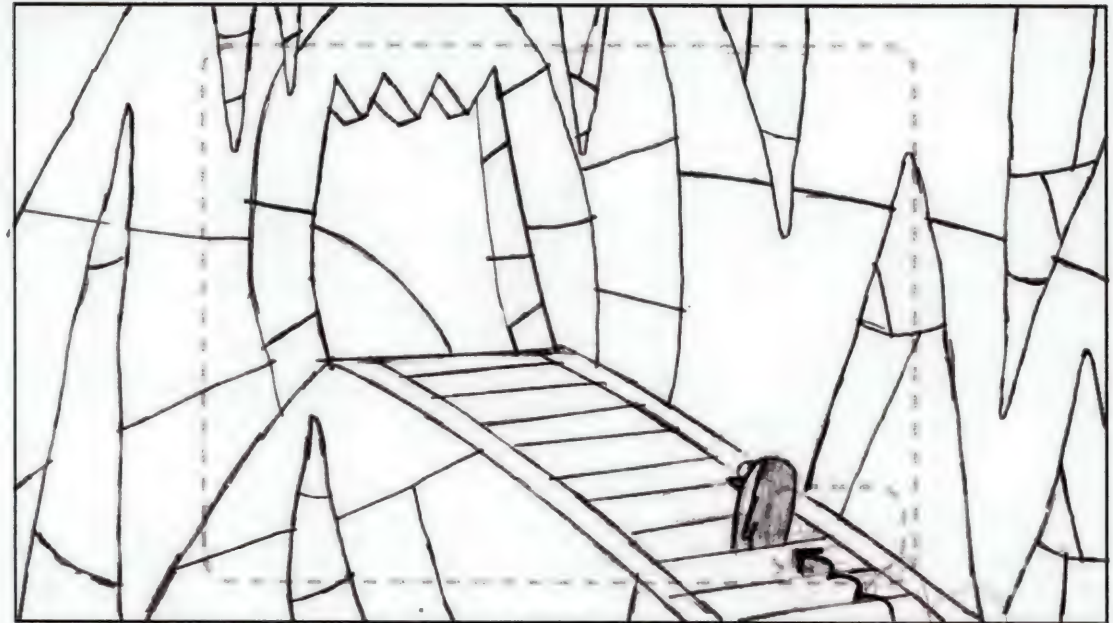
Sc. 33

cont

Pnl. B

Bg.

day night



Dialog:

Action:

ON BG

- GUNTER SCURRIES UP STAIRS

OCT 09 2014

Timing:

1025-198

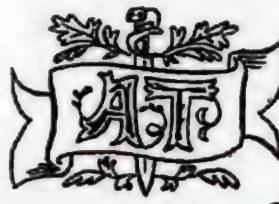
EPISODE #

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Production :

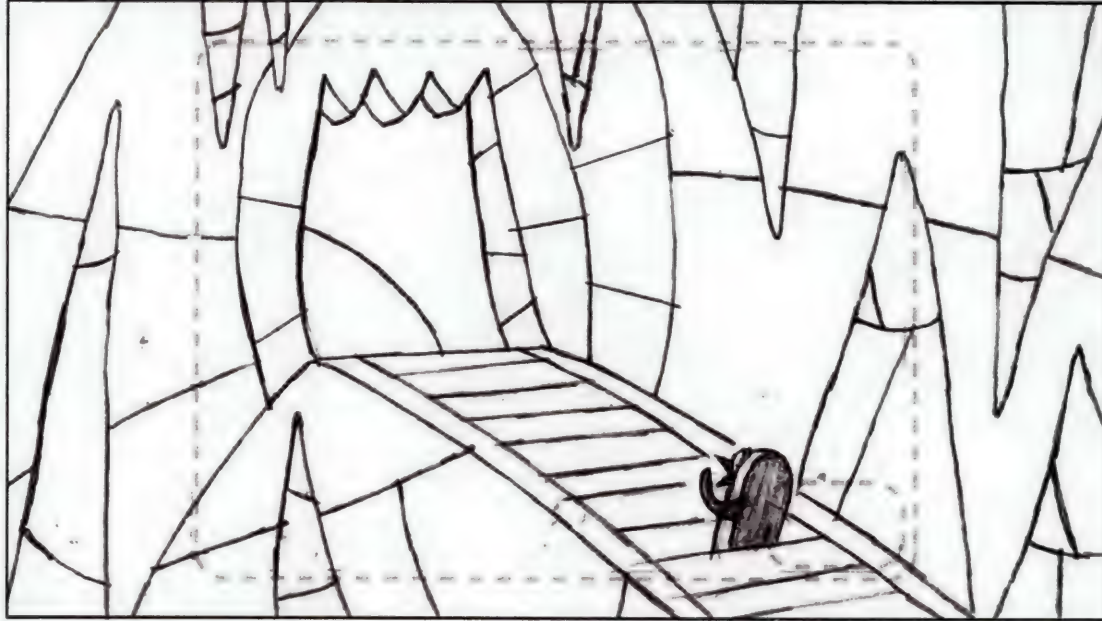
1025/198

ADVENTURE TIME

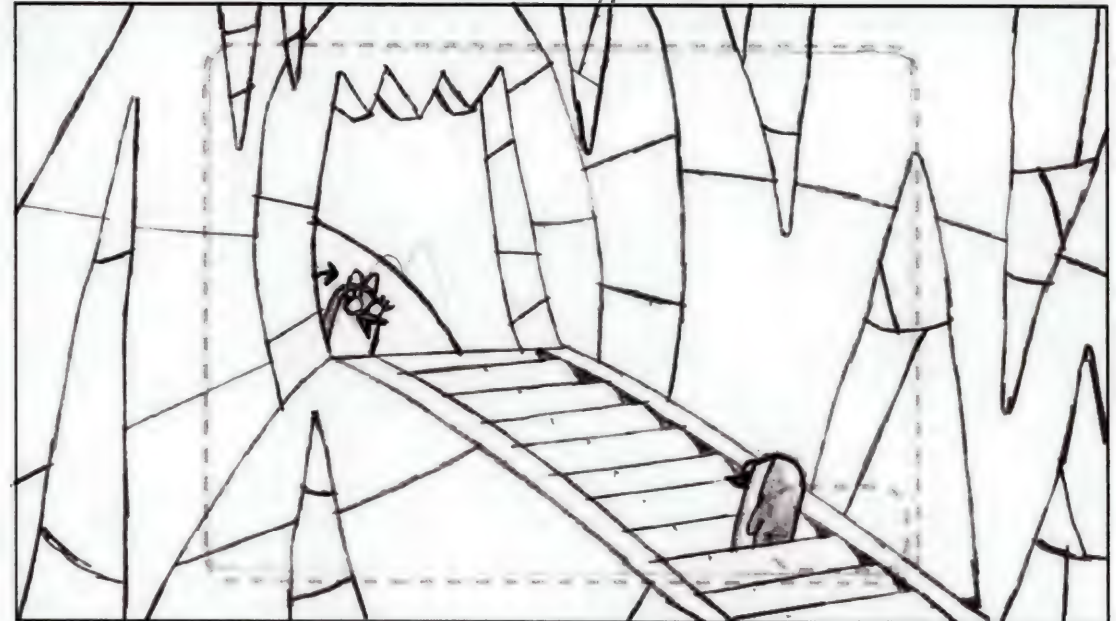


Page 99

Sc. 33 *cont* Pnl. C Bg. day night



Sc. 33 *cont* Pnl. D Bg. day night



Dialog:

GUNTER: WENK WENK WENK!

GUNTALINA: WENK WENK?
(PAUSES
ON THRESHOLD.)

Action:

- GUNTALINA APPEARS IN DOORWAY

OCT 09 2014

Timing:

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EPISODE #

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Production :

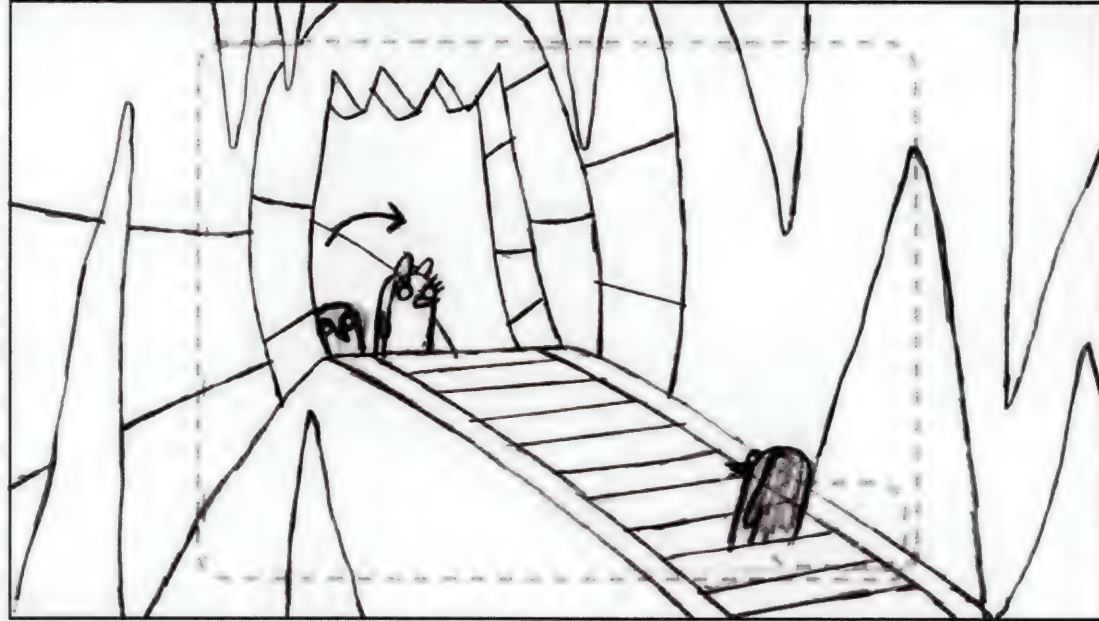
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ADVENTURE TIME

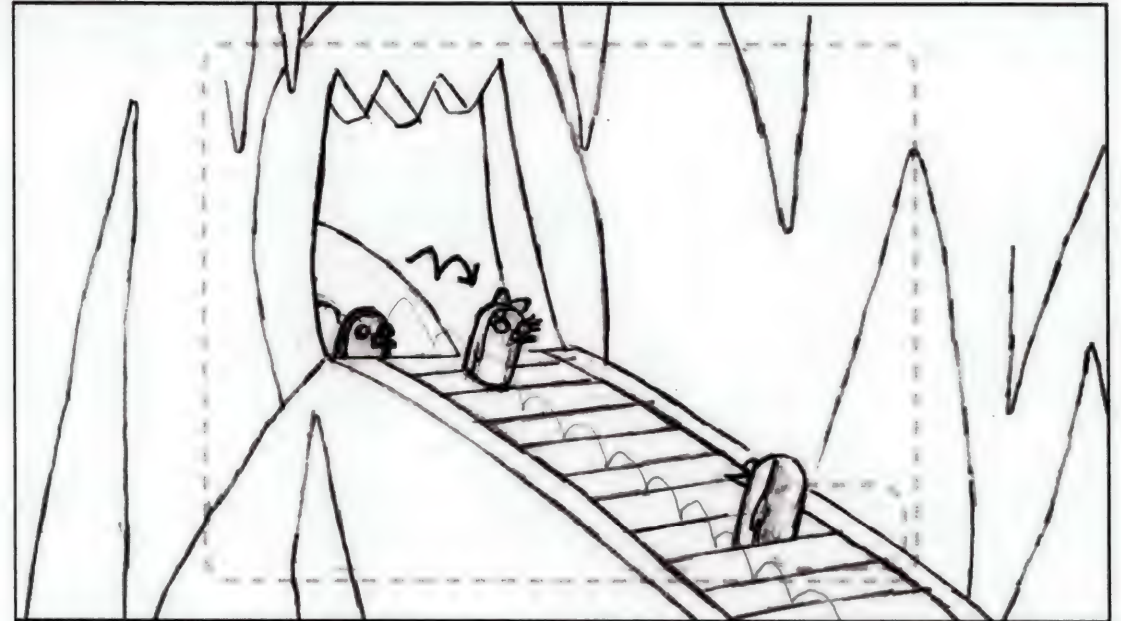


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Sc. 33 *cont* Pnl. E Bg. day night



Sc. 33 *cont* Pnl. F Bg. day night



Dialog:

Action:

Timing:

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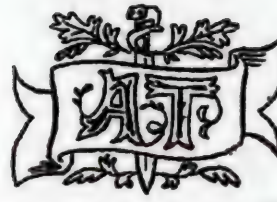
EPISODE #

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Production :

1025/198

ADVENTURE TIME

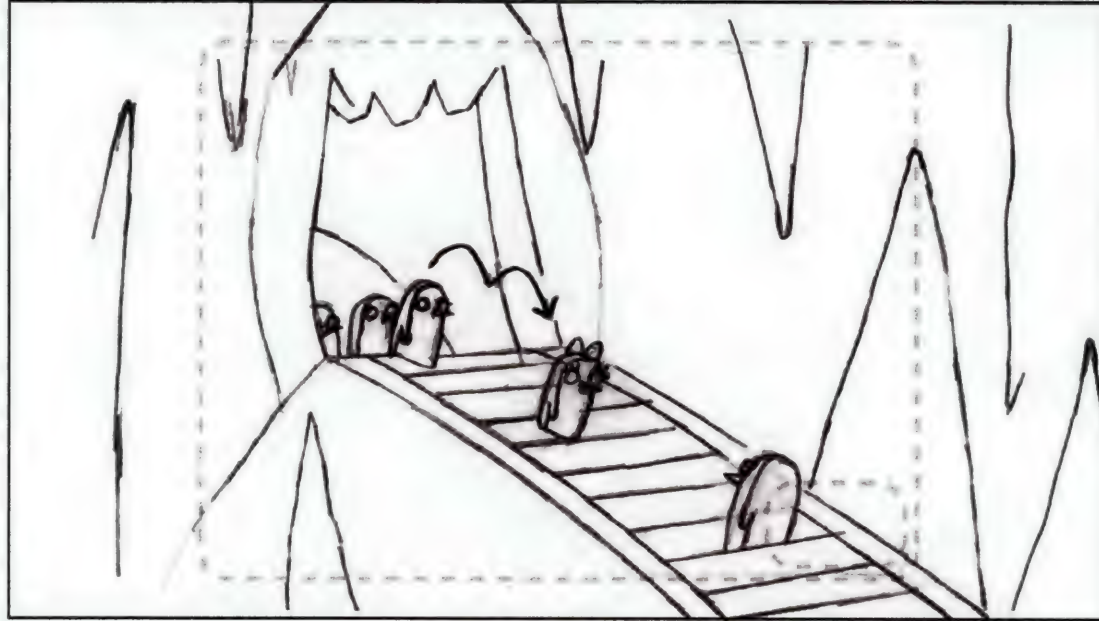


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Sc. 33 *cont* Pnl. G

Bg.

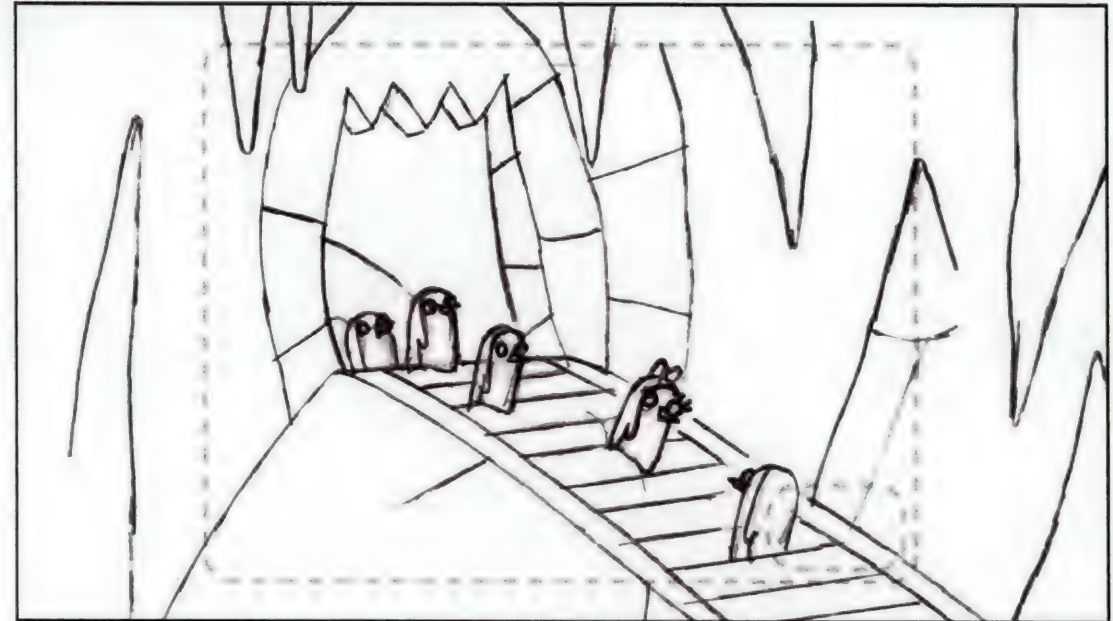
day night



Sc. 33 *cont* Pnl. H

Bg.

day night



Dialog:

ALL: WENK WENK WENK...

ALL: WENK WENK WENK...
(CONTINUES THROUGH
NEXT SCENE)

Action:

- PENGUINS FILE IN.

Timing:

OCT 09 2014

Production :

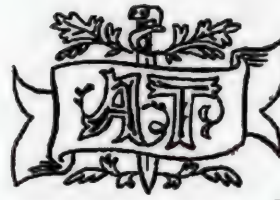
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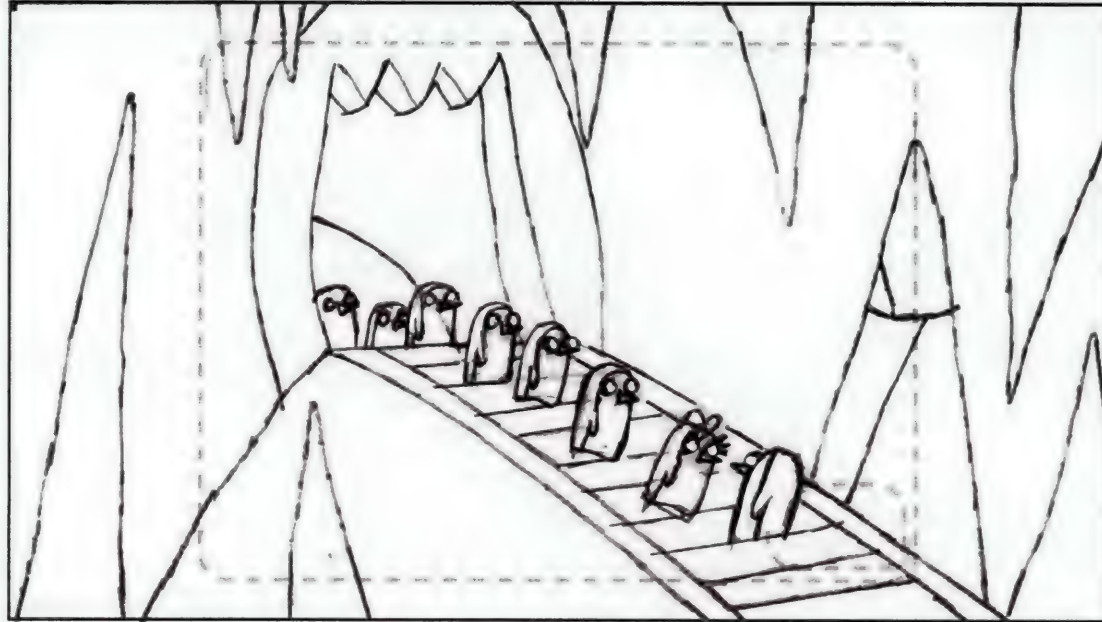
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ADVENTURE TIME

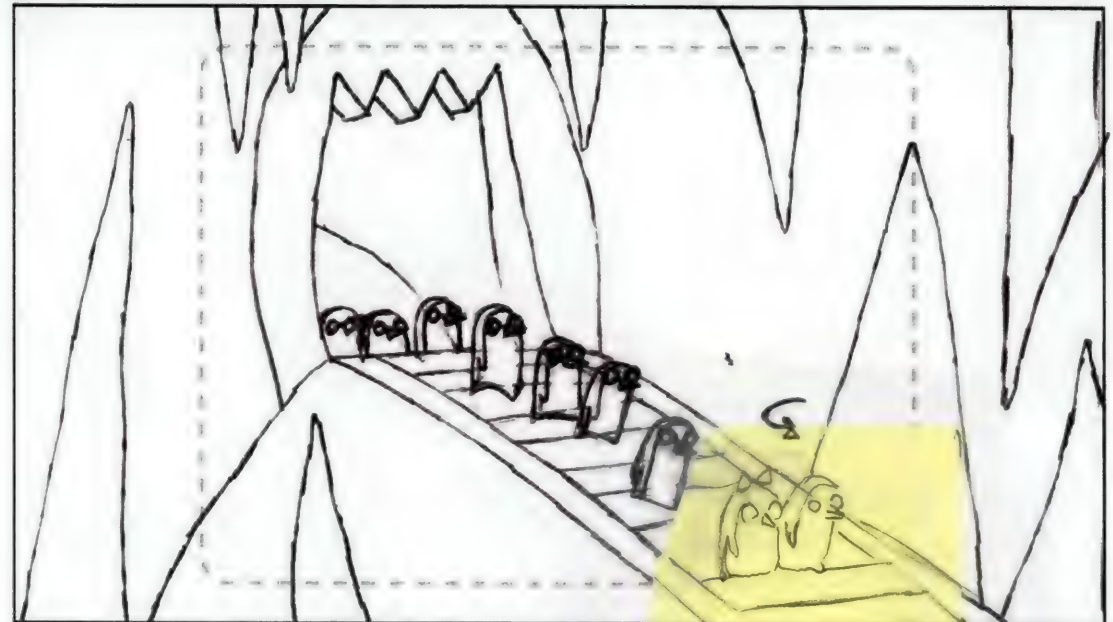


Page 102

Sc. 33 *cont* Pnl. I Bg. day night



Sc. 33 *cont* Pnl. J Bg. day night



Dialog:

Action:

NOTE: WADDLE-Y ANIMATION
(NOT TOO ORDERLY)

- GUNTER TURNS, WALKS WITH
GUNTALINA.

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Timing:

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Production :

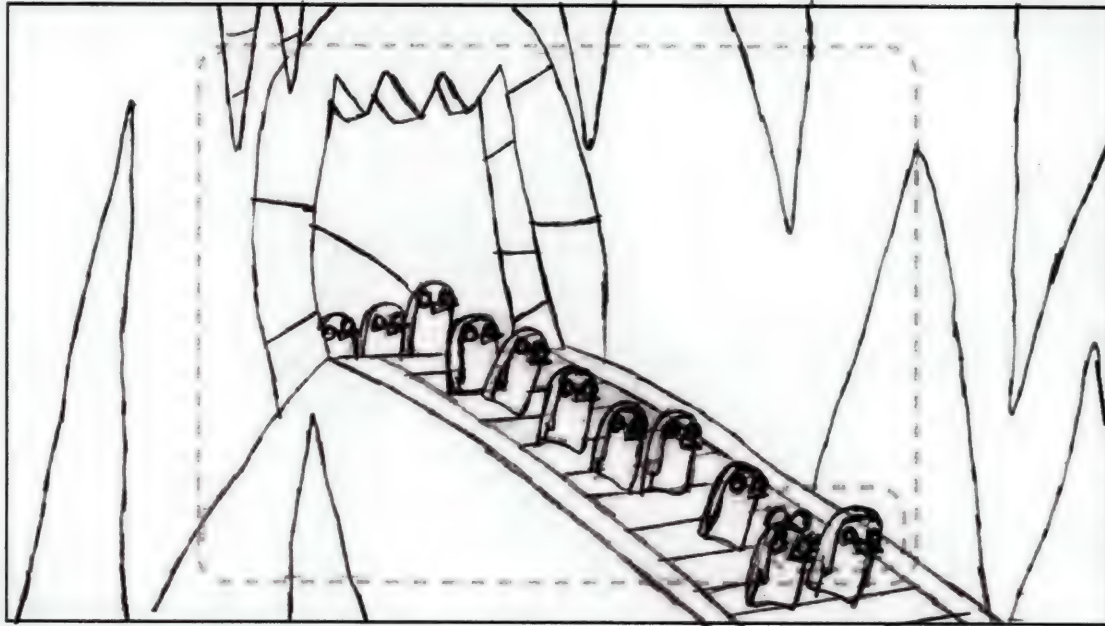
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ADVENTURE TIME

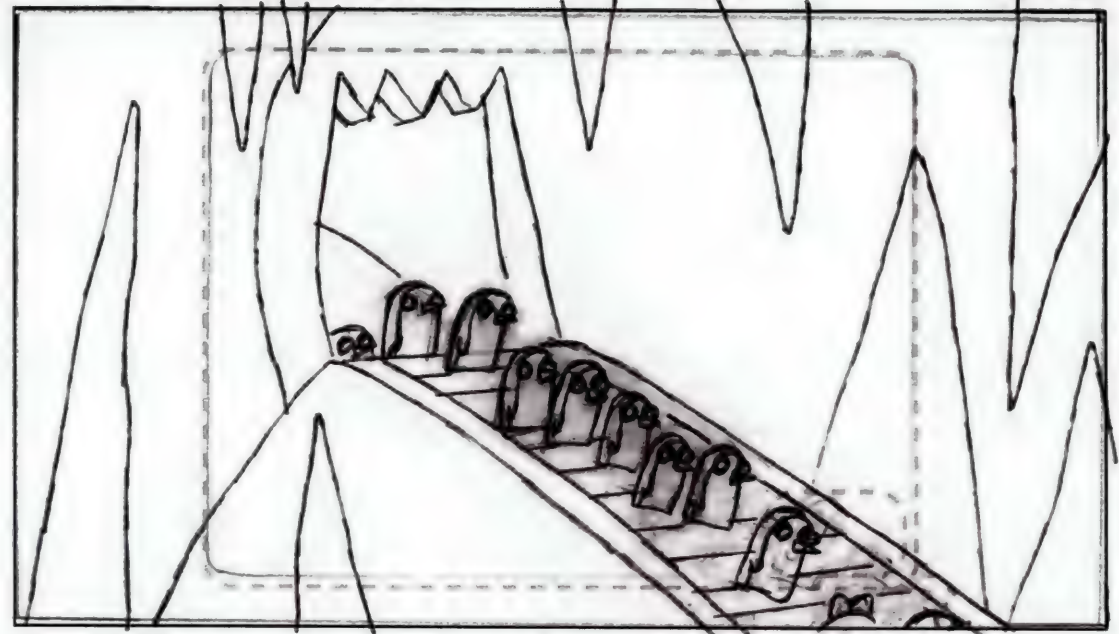


Page 103

Sc. 33 *CONT* Pnl. K Bg. day night



Sc. 33 *CONT* Pnl. L Bg. day night



Dialog:

Action:

PENGUINS CONTINUE WALKING
DOWN STAIRS.

- PENGUINS CONT. WALKING.

Timing:

OCT 09 2014

Production :

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Cut

Cut

ADVENTURE TIME



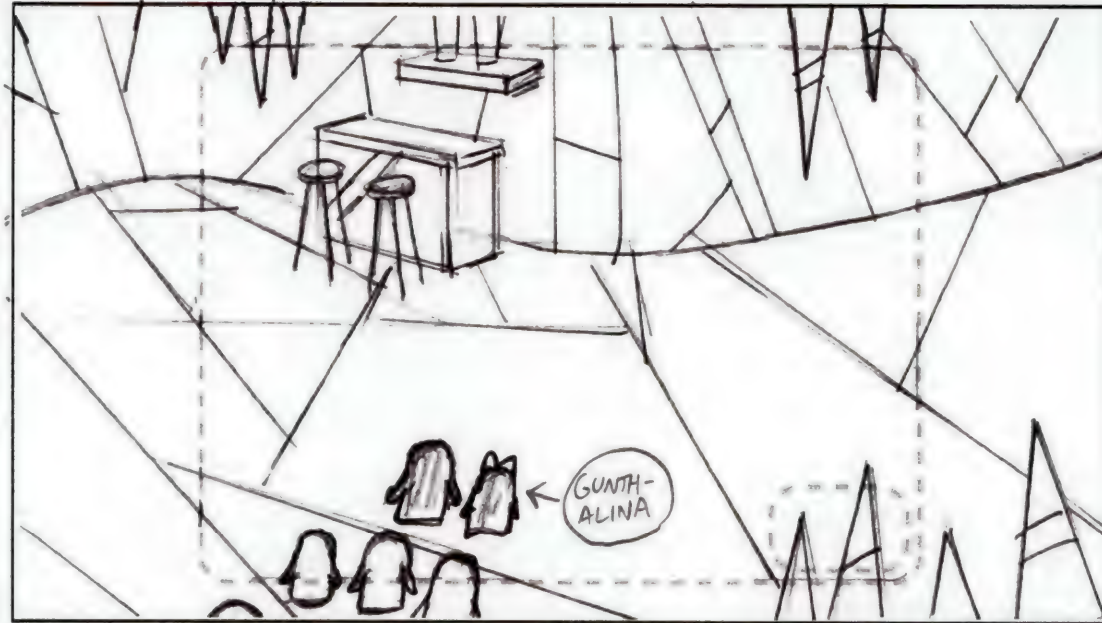
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Sc. 34

Pnl. A

Bg.

day night



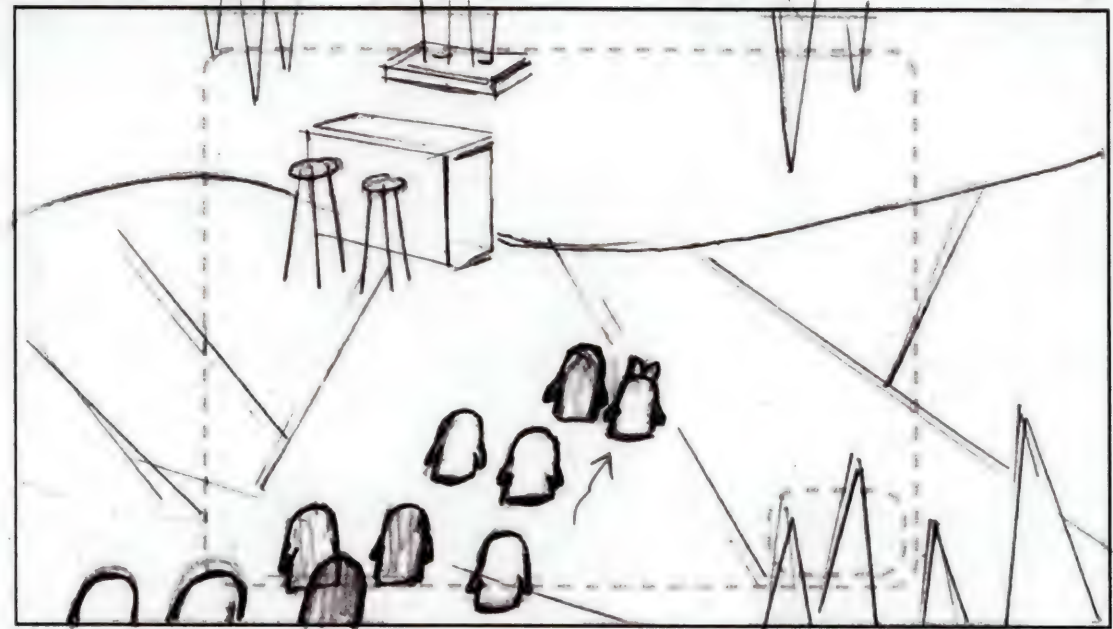
Sc. 34

cont

Pnl. B

Bg.

day night



Dialog:

Action:

PENGUINS DISPERSE THROUGH
THE MAIN ROOM.

OCT 09 2014

Timing:

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Production :

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ADVENTURE TIME

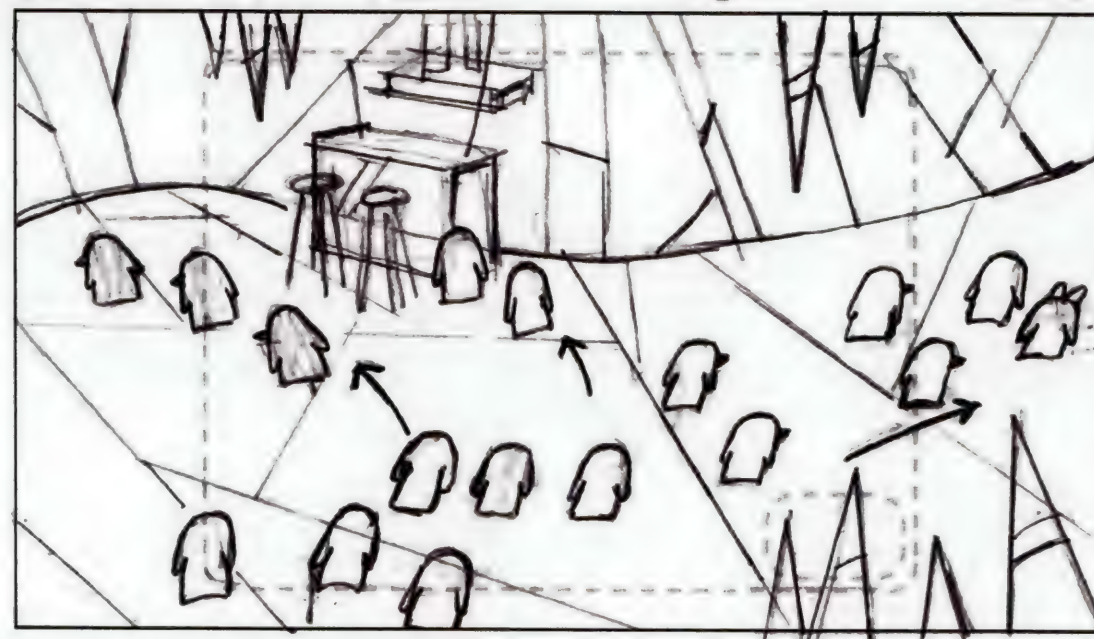


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Sc. 34 *cont* Pnl. C Bg. day night



Sc. 34 *cont* Pnl. D Bg. day night



Dialog:

Action:

Timing:

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Production :

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ADVENTURE TIME



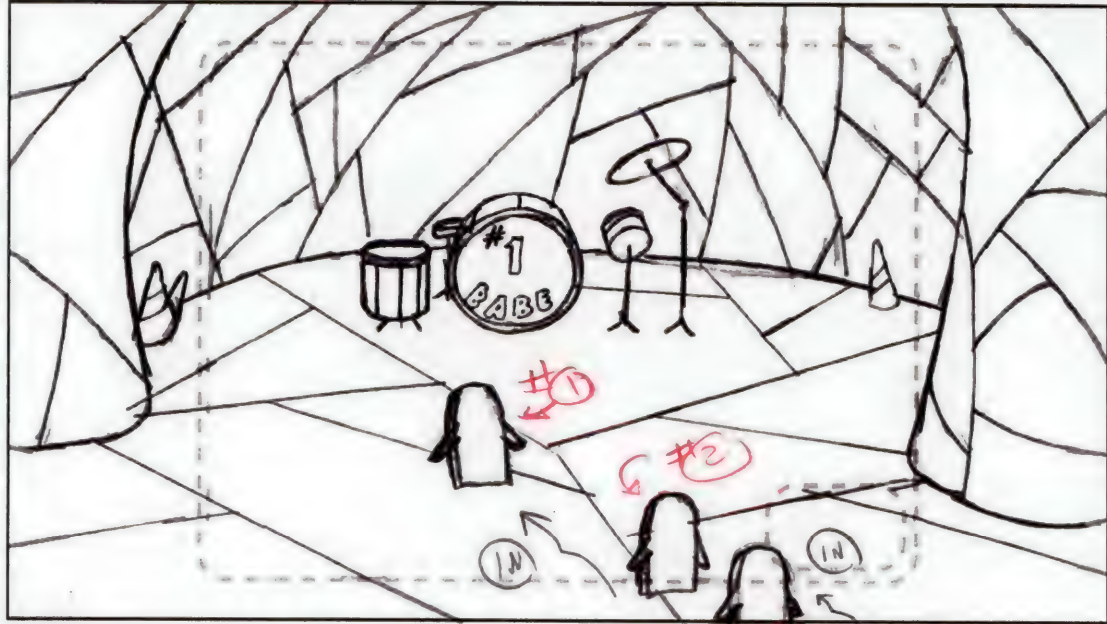
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Sc. 35

Pnl. A

Bg.

day night

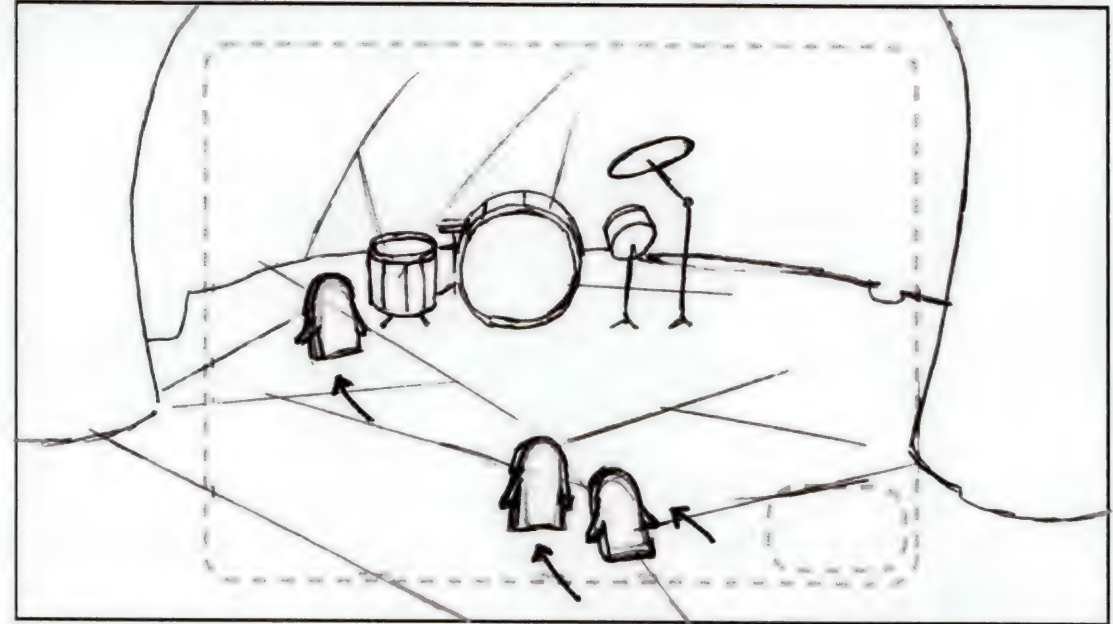


Sc. 35 *CONT*

Pnl. B

Bg.

day night



Dialog:

Action:

PENGUINS SCURRY IN.

Timing:

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Production :

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ADVENTURE TIME



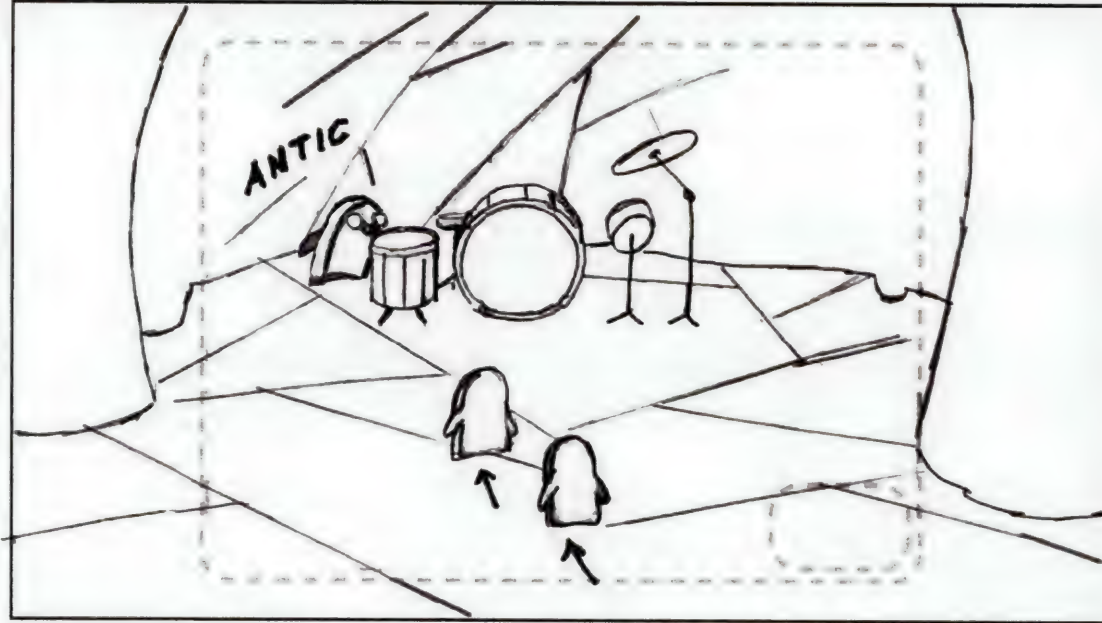
Page 107

Sc. 35 *cont*

Pnl. C

Bg.

day night

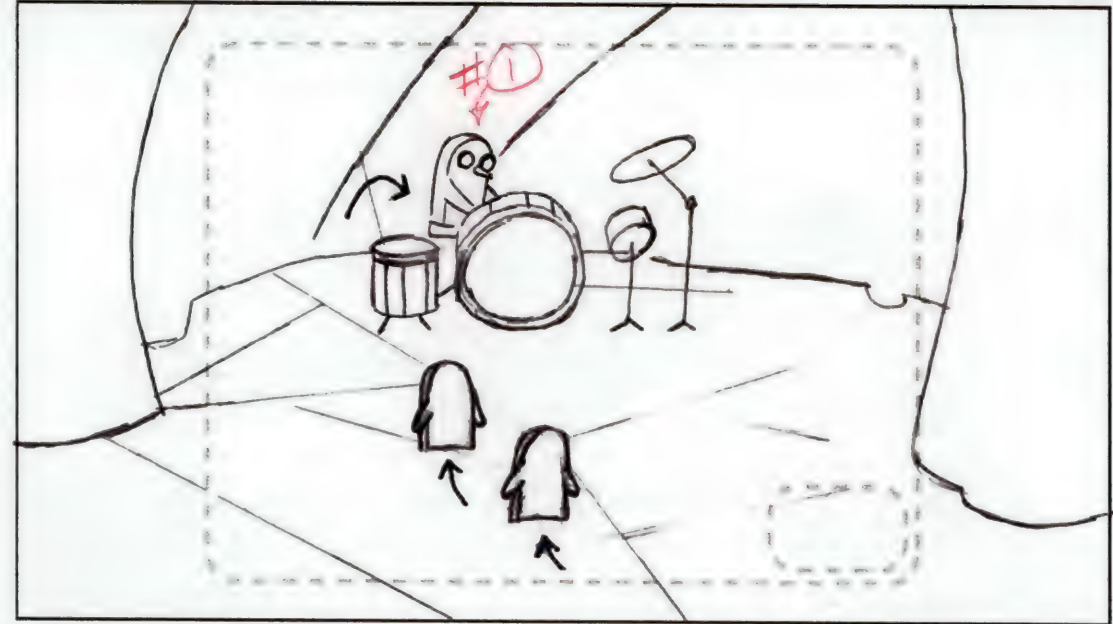


Sc. 35 *cont*

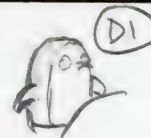
Pnl. D

Bg.

day night



Dialog:



Action:

PENGUIN JUMPS ONTO STOOL /
GRABS DRUMSTICK BEHIND HIM.

Timing:

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Production :

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ADVENTURE TIME

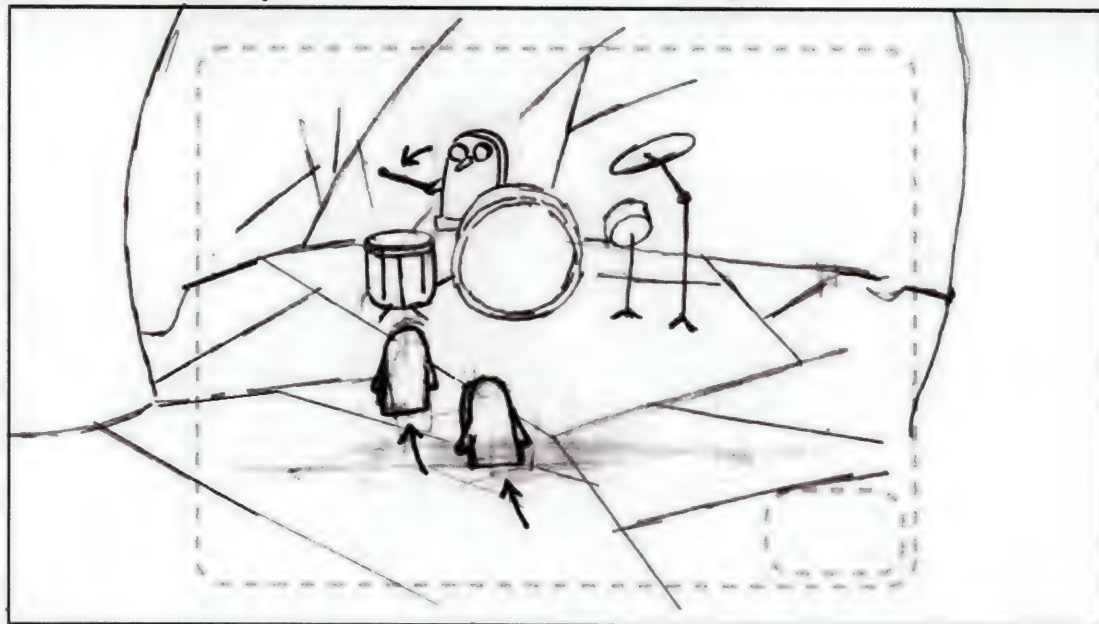


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Sc. 35 *CONT* Pnl. E

Bg.

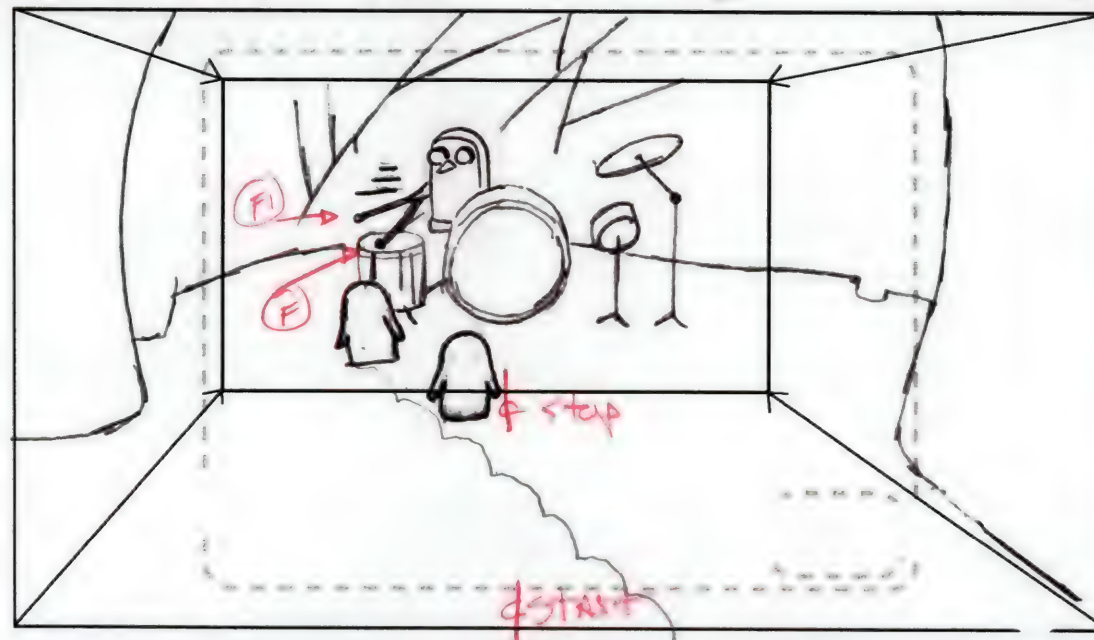
day night



Sc. 35 *CONT* Pnl. F

Bg.

day night



Dialog:

STARTING UP DRUMS:

TAT-TAT-TAT!

BOOM-BOOM! (BASS DRUM)

Drag truck

Action:

PENGUIN PULLS OUT
A DRUMSTICK.

PENGUIN STARTS UP
THE DRUMS.

Timing:

OCT 09 2014

Production :

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ADVENTURE TIME



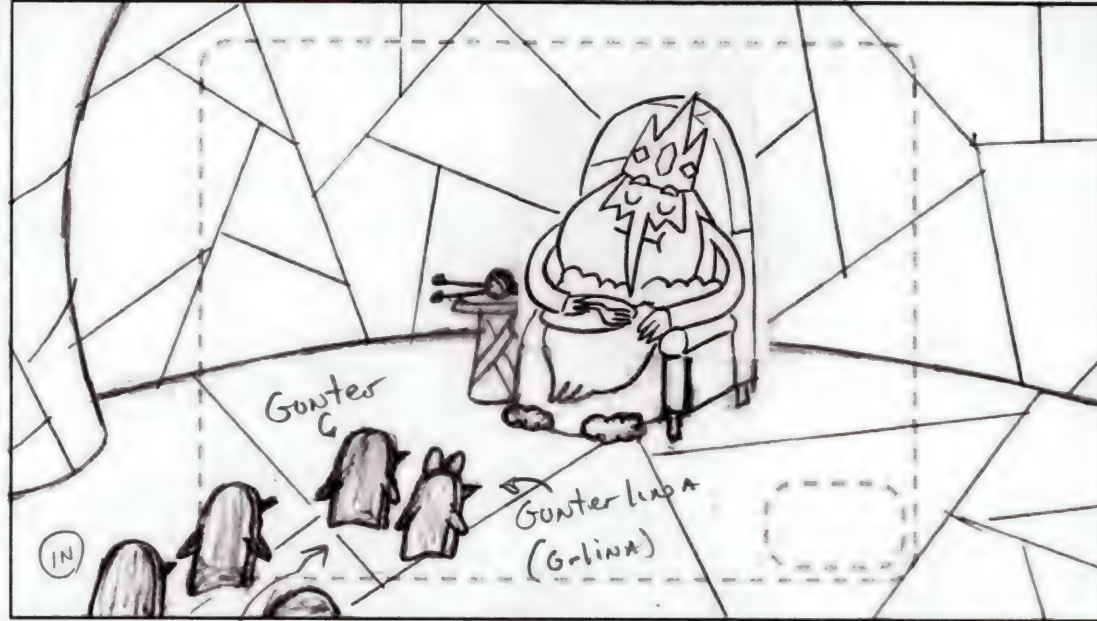
Page 109

Sc. 36

Pnl. A

Bg.

day night



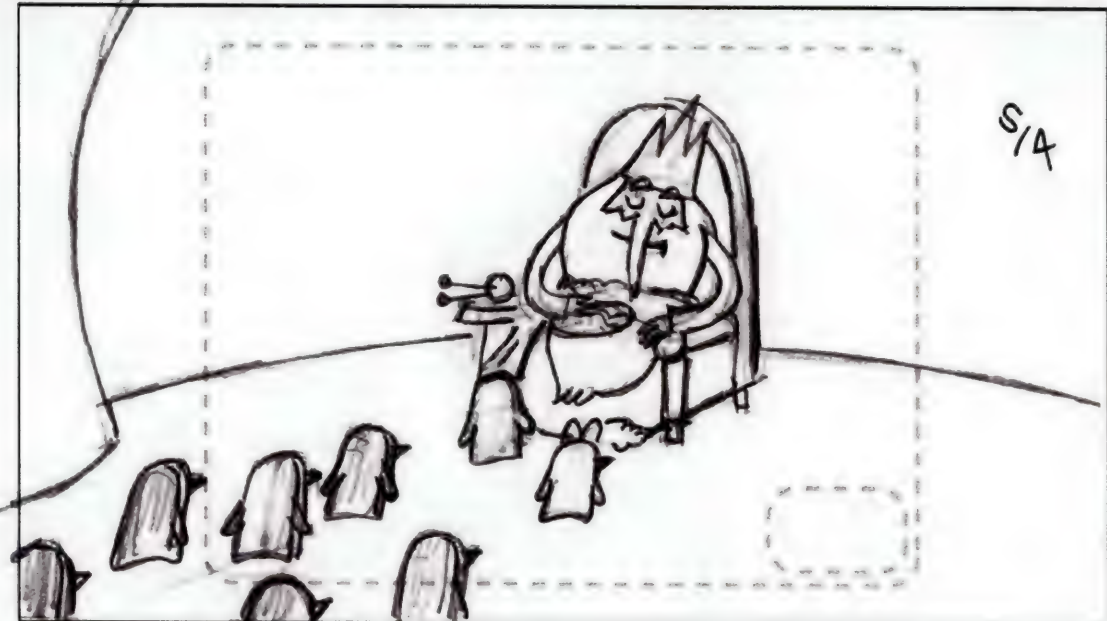
Sc. 36

cont

Pnl. B

Bg.

day night



Dialog:

SFX = DRUMS CONT. (OS)

SFX = ORGAN STARTS (OS)

Action:

PENGUINS ENTER (IN THE LEAD ARE GUNTER AND GUNTALINA)

Timing:

OCT 09 2014

Production :

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1025/198

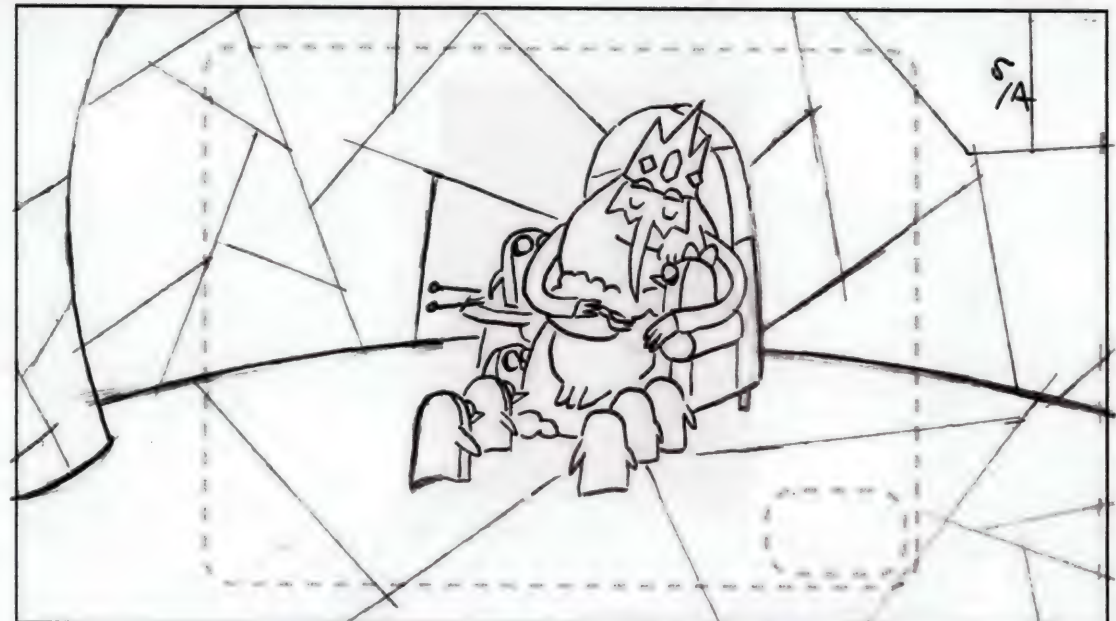
ADVENTURE TIME



Sc. 36 *cont* Pnl. C Bg. day night



Sc. 36 *cont* Pnl. D Bg. day night



Dialog:	
Action:	- GUNTER AND GUNTALINA JUMP UP.
Timing:	



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1025/198

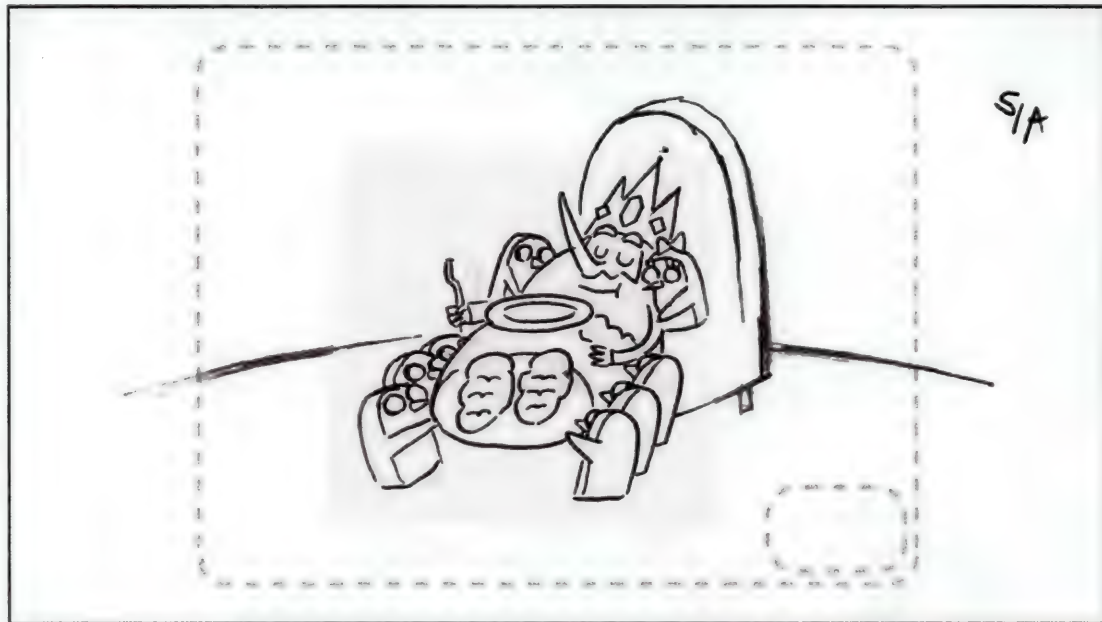
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ADVENTURE TIME

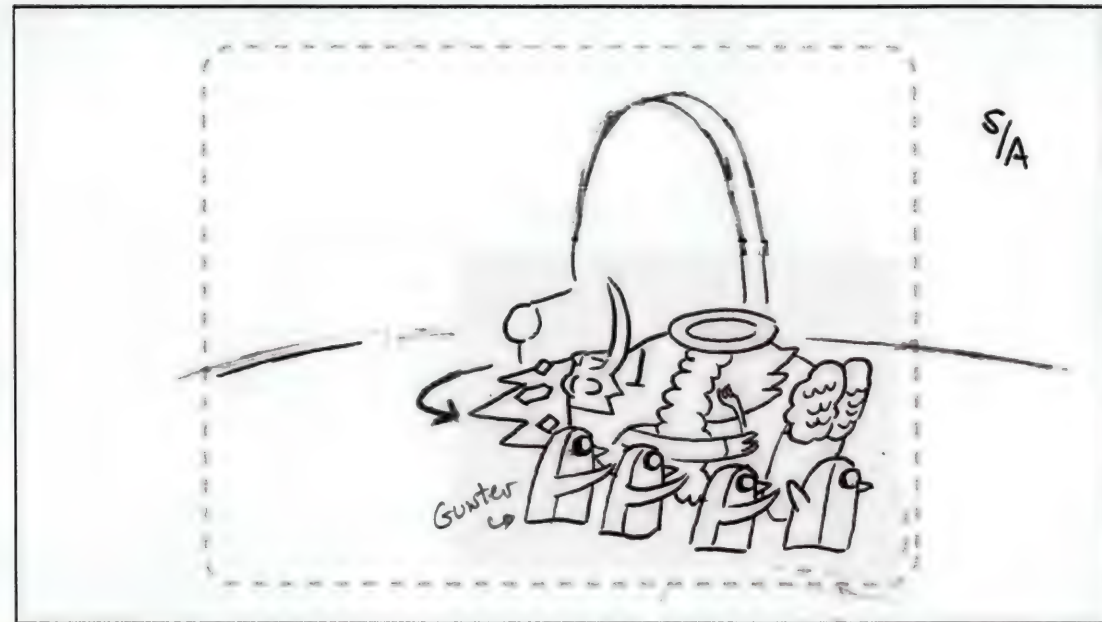


Page 111

Sc. 36 *CONT* Pnl. E Bg. day night



Sc. 36 *CONT* Pnl. F Bg. day night



Dialog:

Action: - THE PENGUINS PICK UP
IK

Timing:



PENGUINS CARRY OUT KING.

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Production :

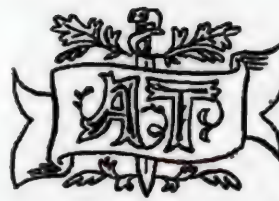
1025/198

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ADVENTURE TIME



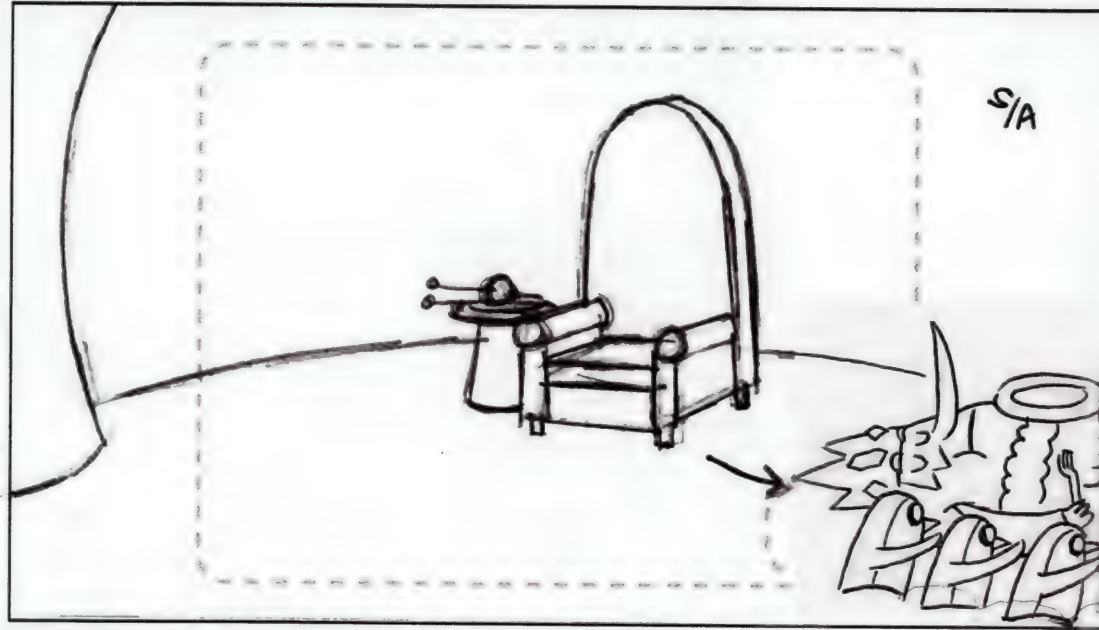
Page 112

Sc. 36 *CONT*

Pnl. G

Bg.

day night

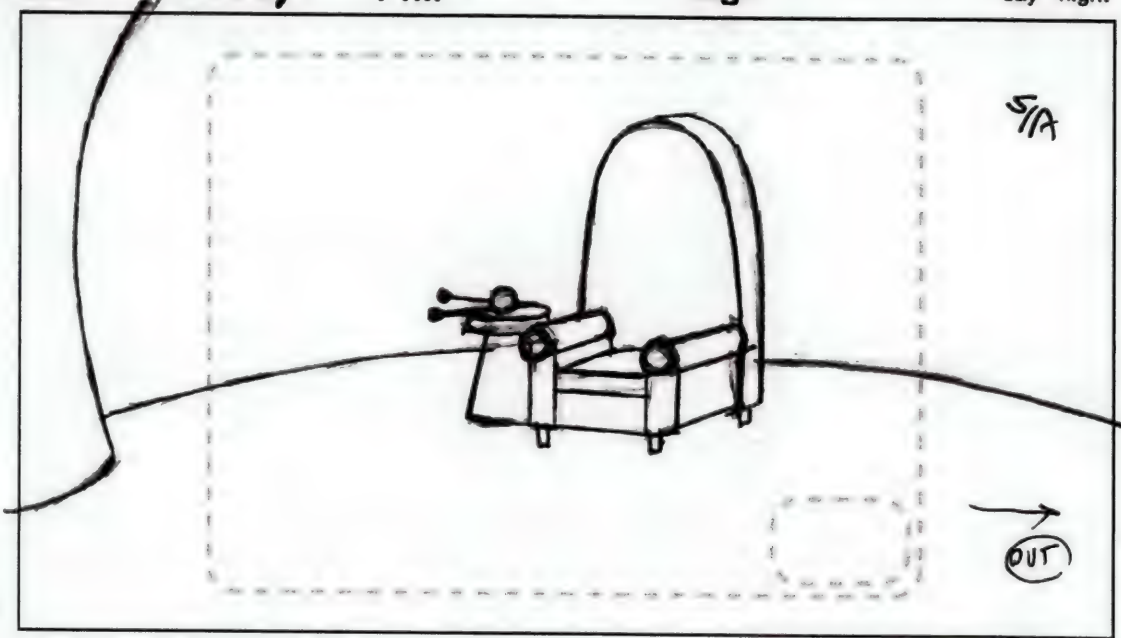


Sc. 36 *CONT*

Pnl. H

Bg.

day night



Dialog:

Action:

- PENGUINS WALK OFF/S.

Timing:

OCT 09 2014

Cut

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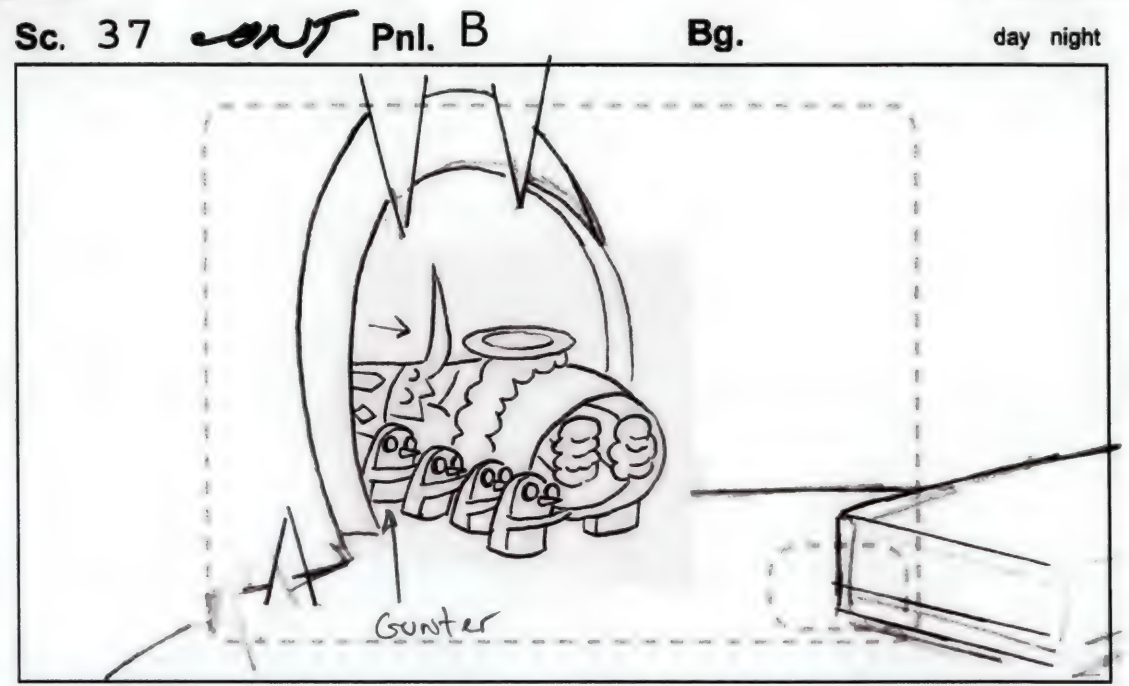
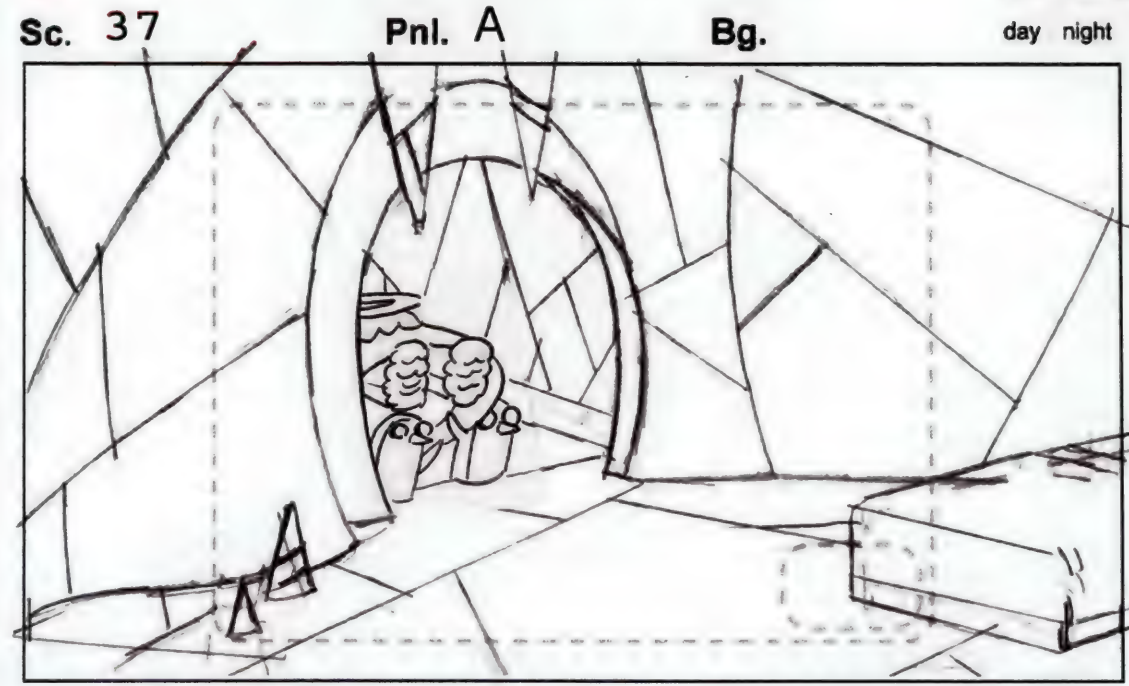
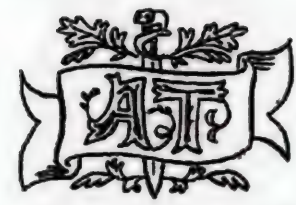
1025/198

Production :

1025/198

Cont

ADVENTURE TIME



Dialog:	
↑	
Action:	PENGUINS ENTER CARRYING I.K. EXISTING BG (EXTENDED A BIT, AND FLOPPED)
Timing:	OCT 09 2014

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EPISODE #
1025/198
Production :

ADVENTURE TIME

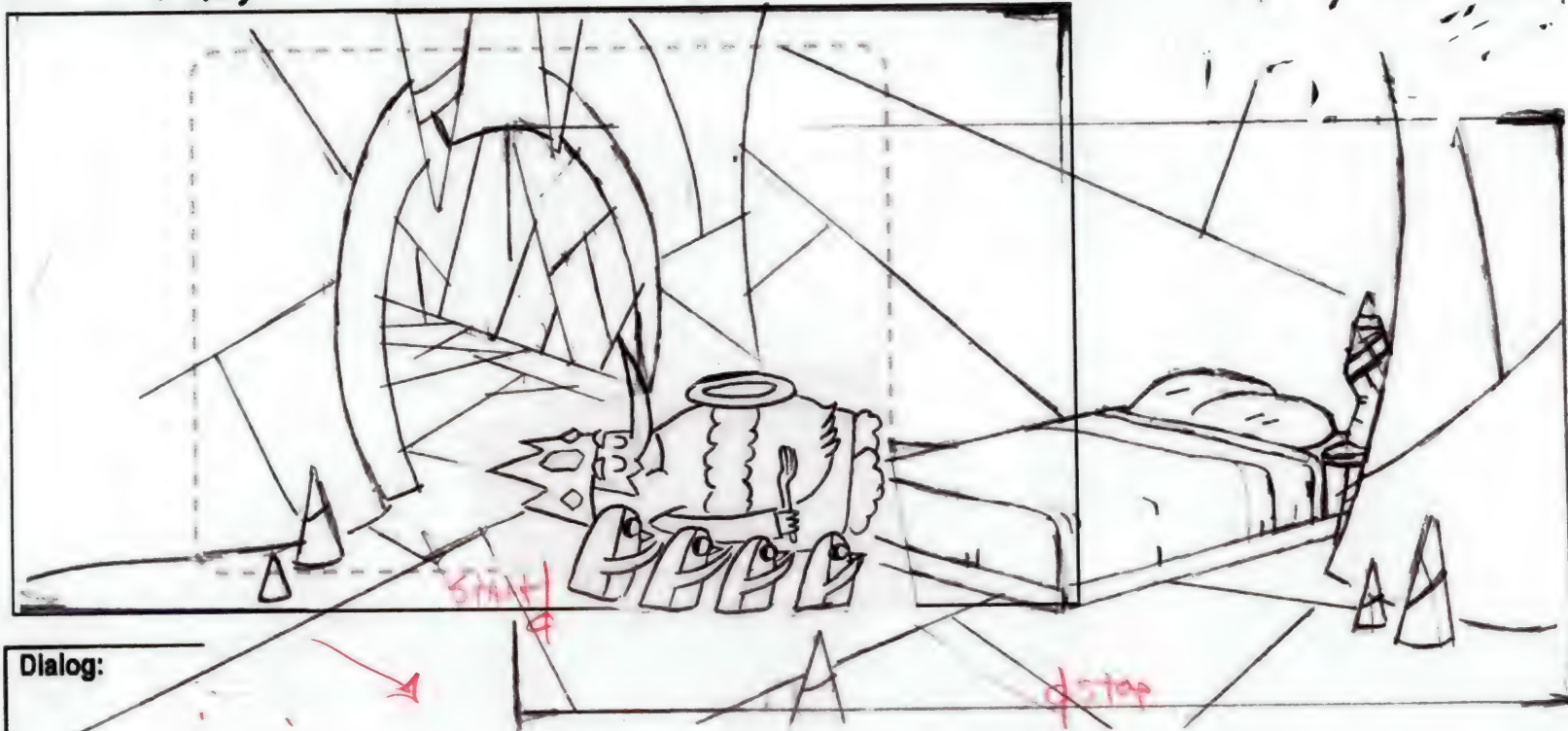


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Sc. 37 *cont*

Bg.

day night



Dialog:

Action:

Diag.

PAN W PENGUINS

Timing:

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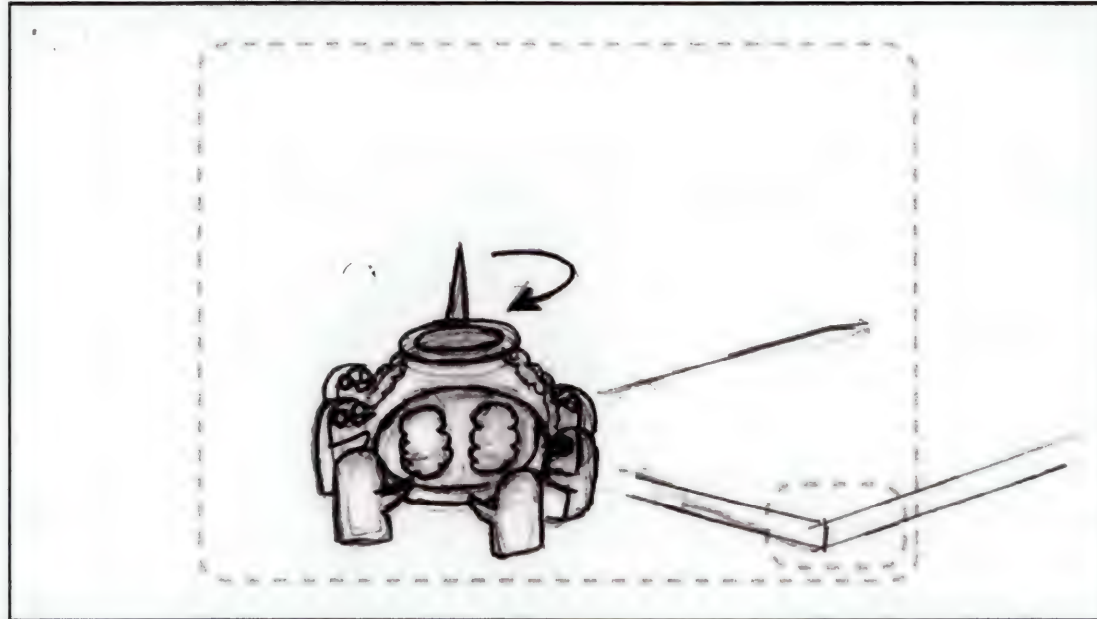


Page 115

Sc. 37 *CONT* Pnl. D

Bg.

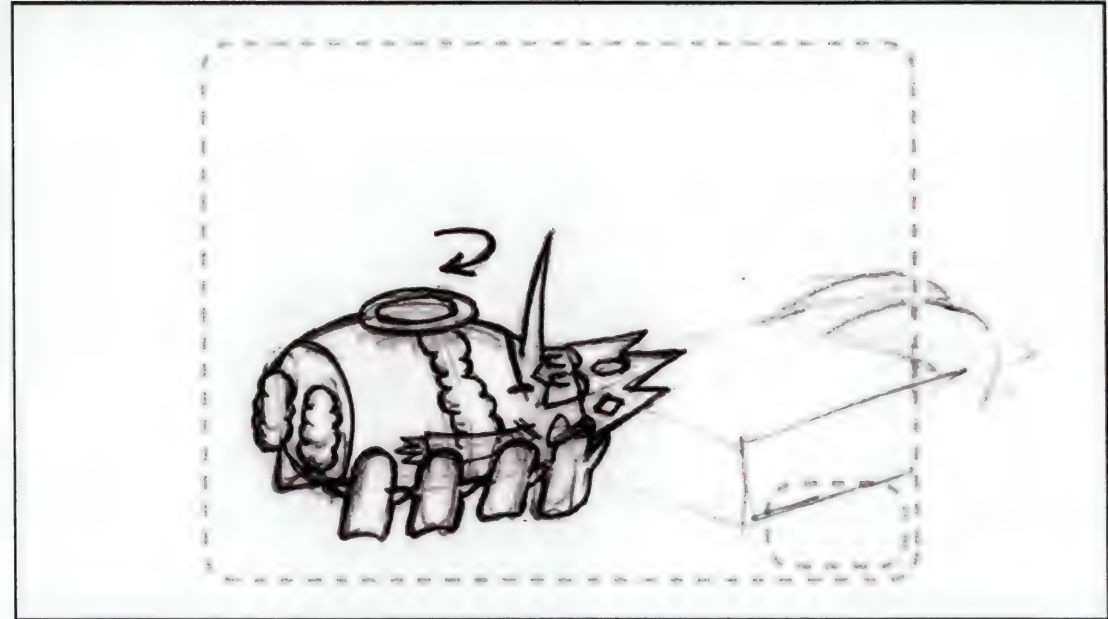
day night



Sc. 37 *CONT* Pnl. E

Bg.

day night



Dialog:

Action:

PENGUINS TURN I.K.

END OF TURN

OCT 09 2014

Timing:



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Production :

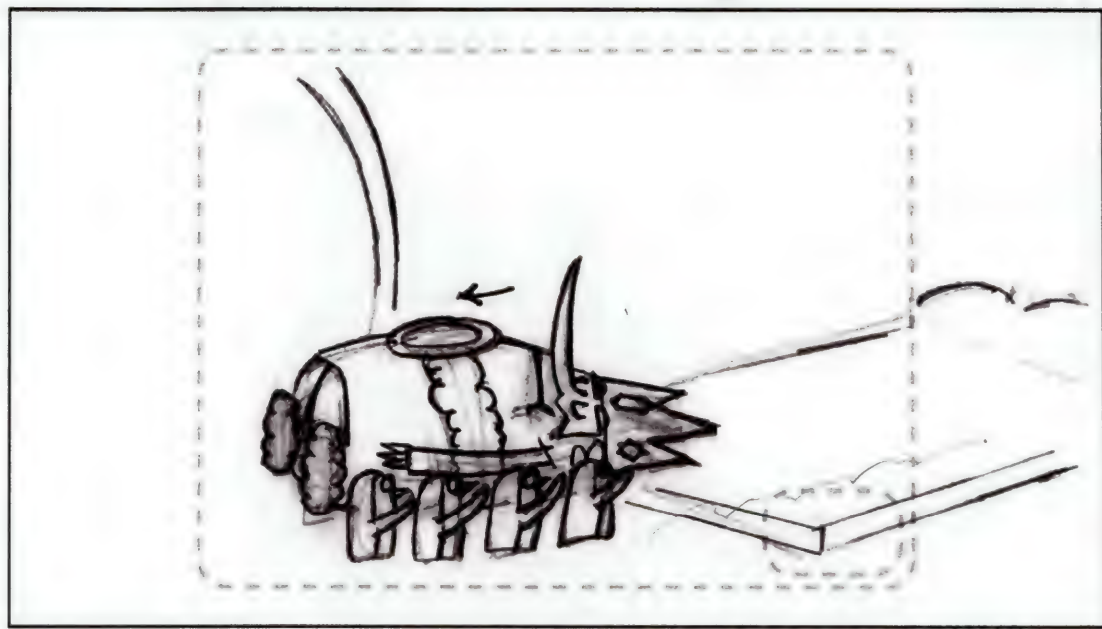
1025/198

ADVENTURE TIME

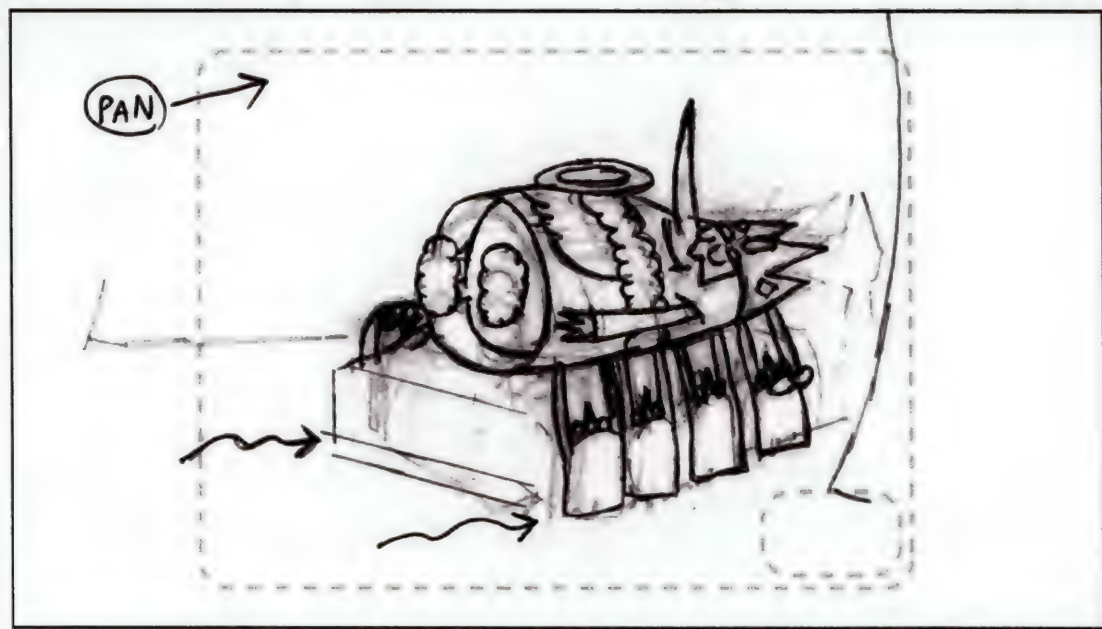


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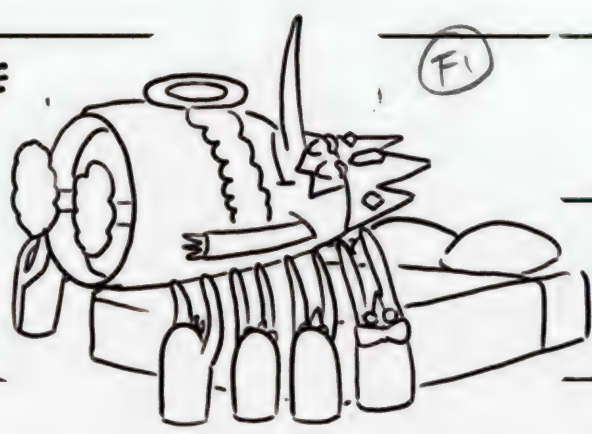
Sc. 37 *CONT* Pnl. F Bg. day night



Sc. 37 *CONT* Pnl. G Bg. day night



Dialog:	
Action:	<p>SETTLE</p> <p>PENGUINS CARRY I.K. TO BED</p> <p>CONT TO END OF PAN</p> <p>OCT 09 2014</p>
Timing:	



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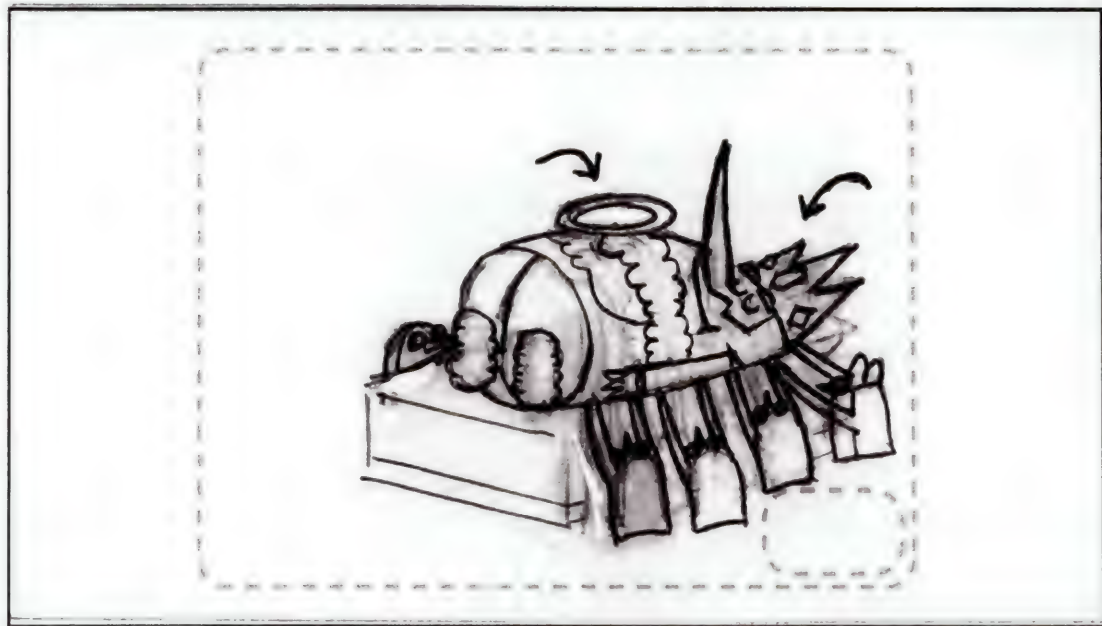
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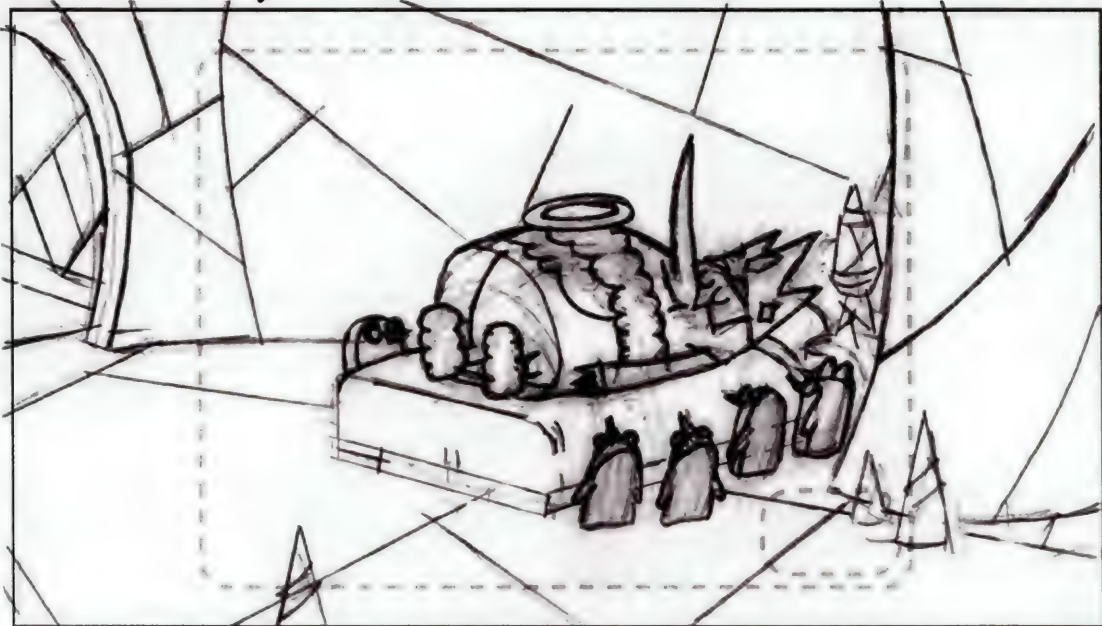
ADVENTURE TIME



Sc. 37 *CONT* Pnl. H Bg. day night



Sc. 37 *CONT* Pnl. I Bg. day night



Dialog:	
Action:	PENGUINS LOWER I.K. PENGUINS SETTLE.
Timing:	OCT 09 2014

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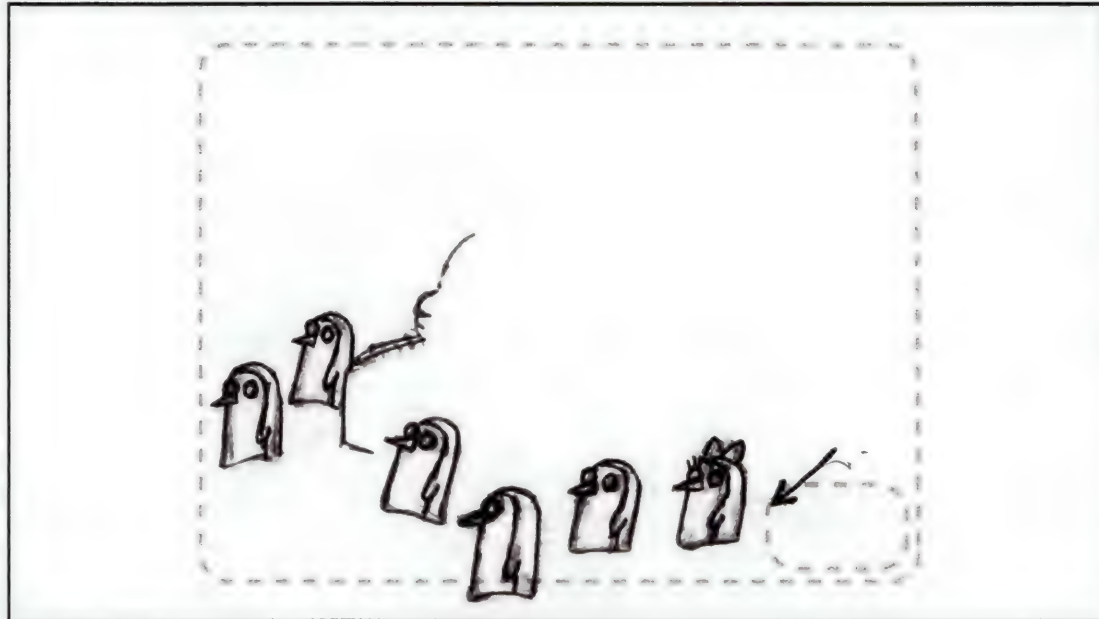
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ADVENTURE TIME

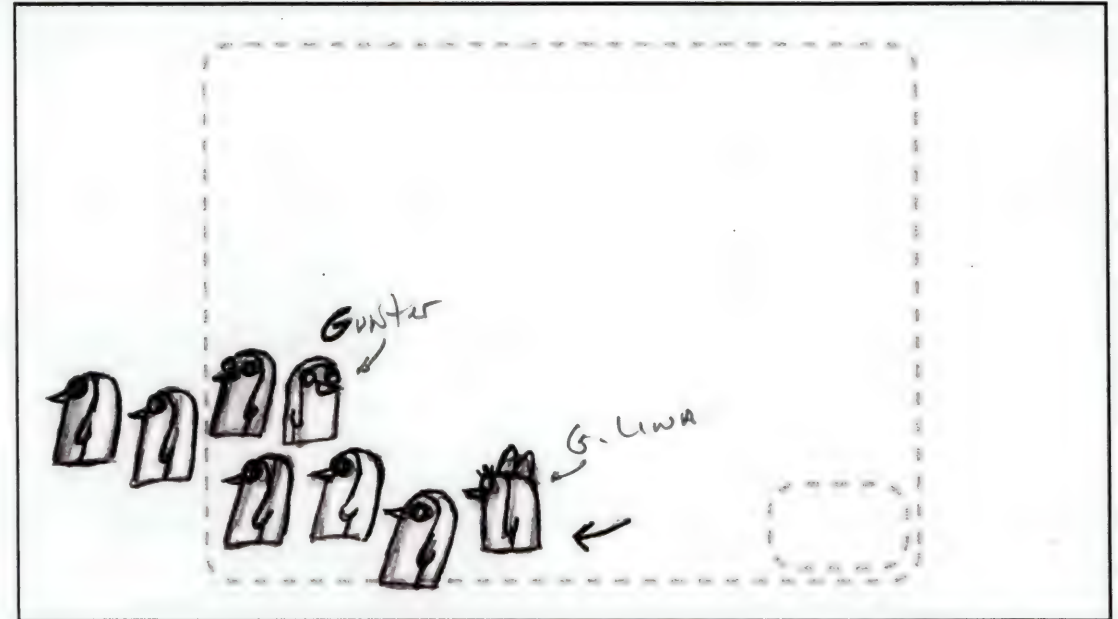


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Sc. 37 *cont* Pnl. J Bg. day night



Sc. 37 *cont* Pnl. K Bg. day night



Dialog:

Action: PENGUINS HEAD OUT (WADDLING, NOT TOO ORDERLY)

- GUNTER PAUSES

OCT 09 2014

Timing:

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Production :

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ADVENTURE TIME

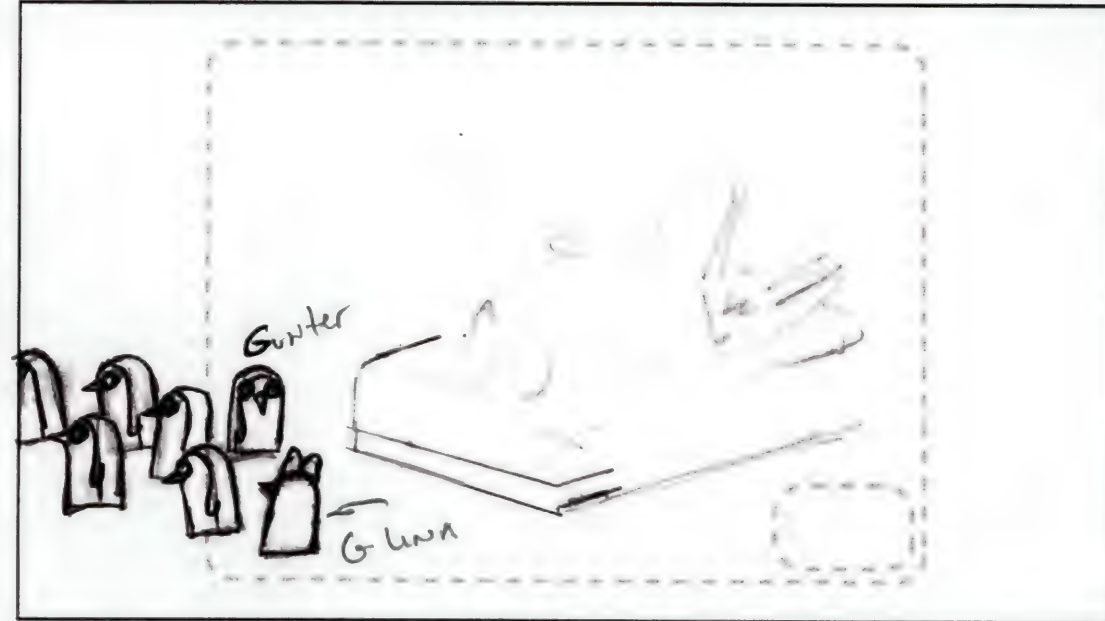


Page **119**

Sc. 37 *CONT* Pnl. L

Bg.

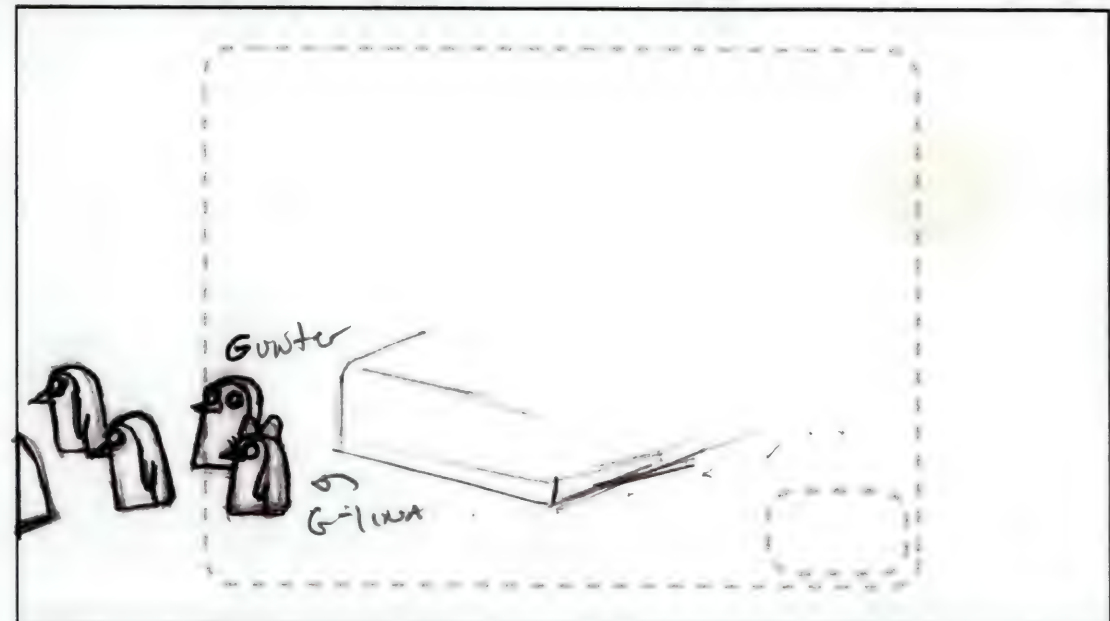
day night



Sc. 37 *CONT* Pnl. M

Bg.

day night



Dialog:

Action:

Timing:

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1025/198

Production :

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ADVENTURE TIME

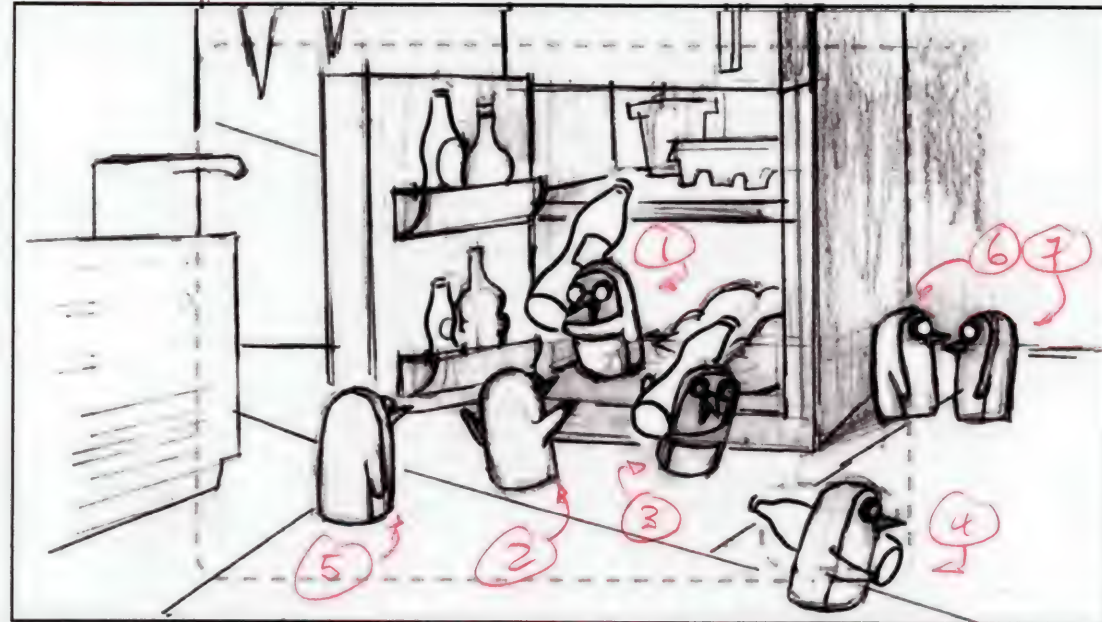
Page 120

Sc. 38

Pnl. A

Bg.

day night



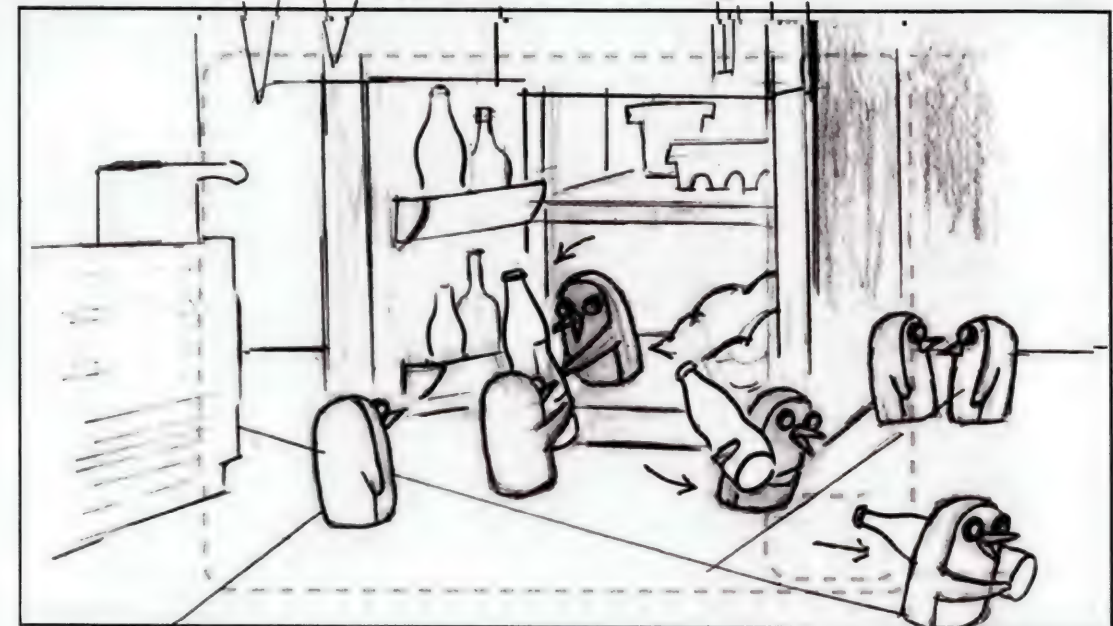
Sc. 38

CONT

Pnl. B

Bg.

day night



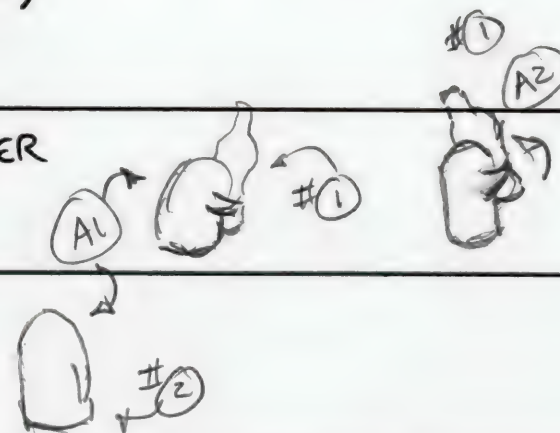
Dialog:

PENGUINS: WENK WENK WENK
(THROUGHOUT SCENE)

Action:

- PENGUINS DISTRIBUTE SODA WATER

Timing:



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ADVENTURE TIME

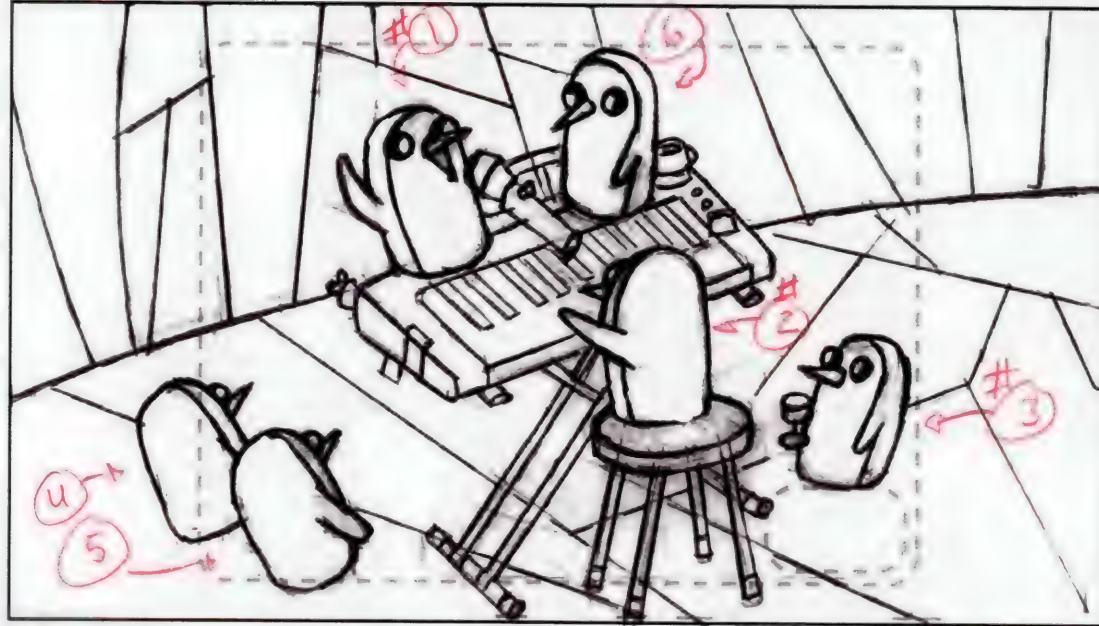


Sc. 39

Pnl. A

Bg.

day night

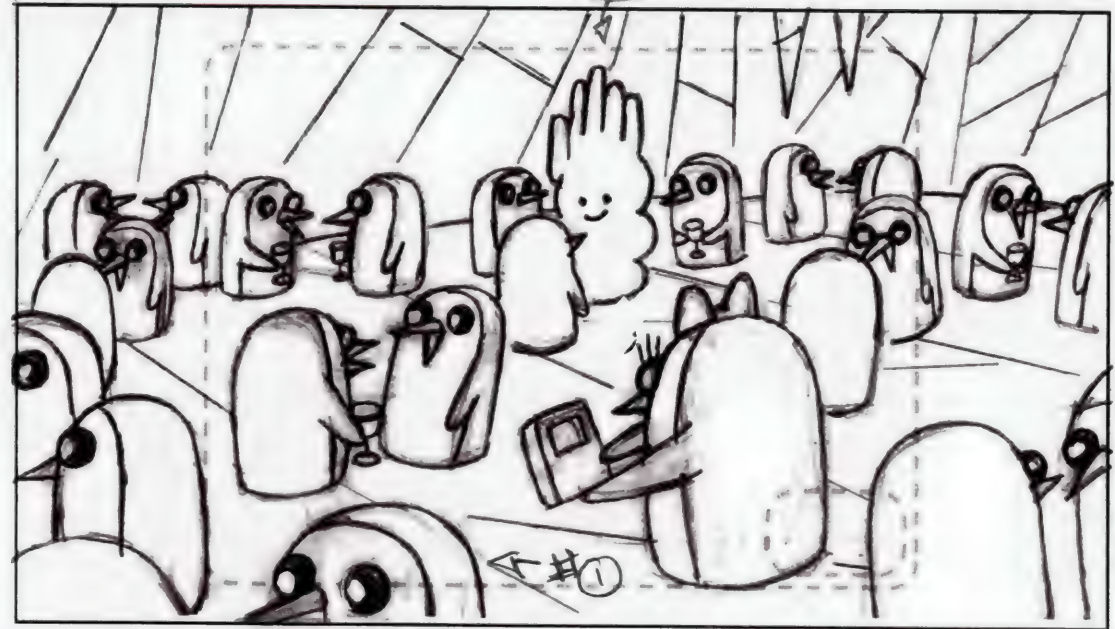


Sc. 40

Pnl. A

Bg.

day night



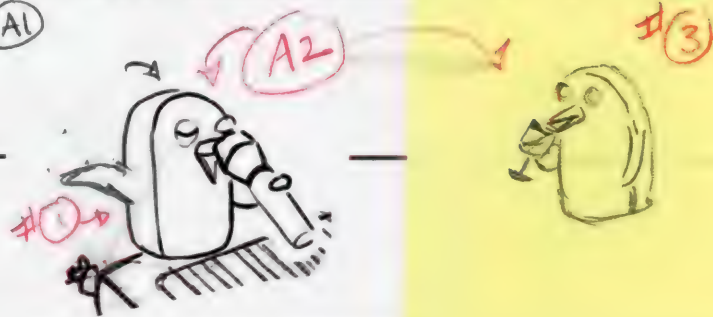
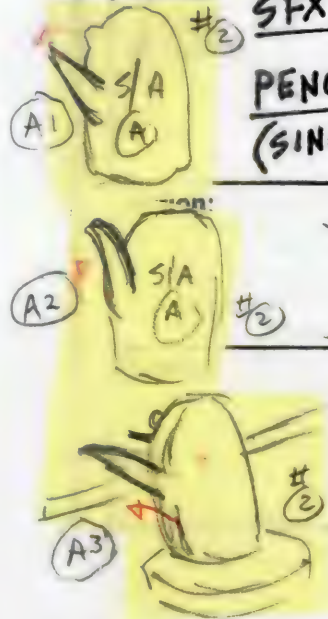
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Dialog:

SFX: ORGAN

PENGUIN: WENK WENK WENK! ...
(SINGING)

SFX: CONT. PARTY MUSIC + WENKS



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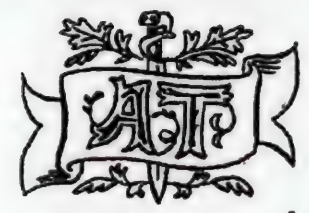
1025/198

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the cut

ADVENTURE TIME

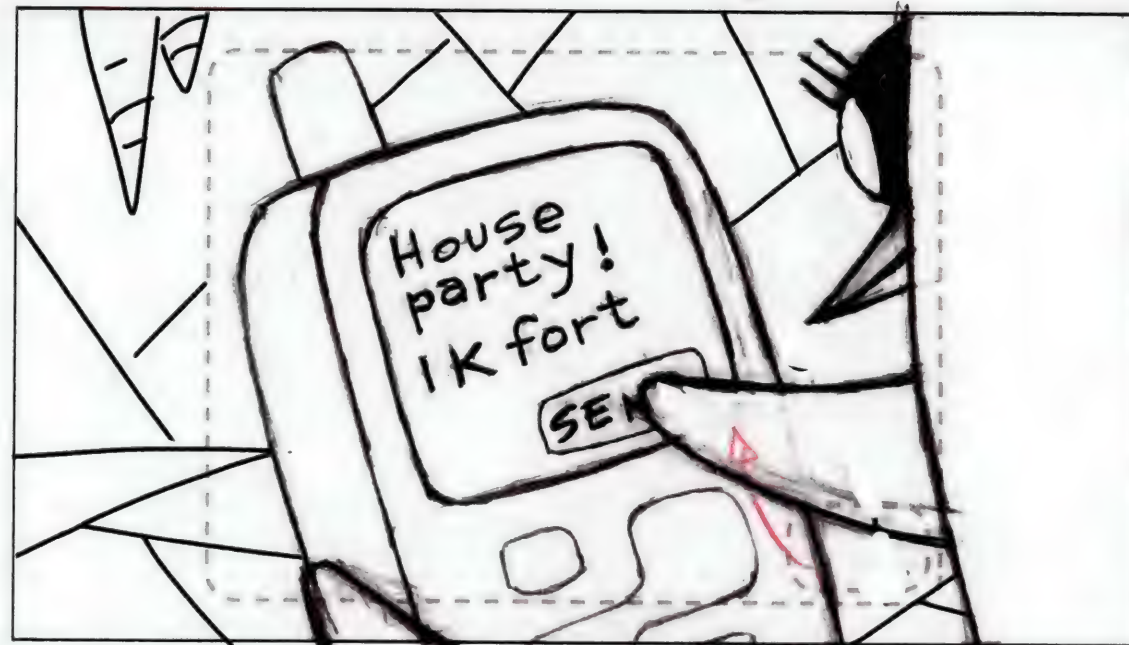


Sc. 41

Pnl. A

Bg.

day night

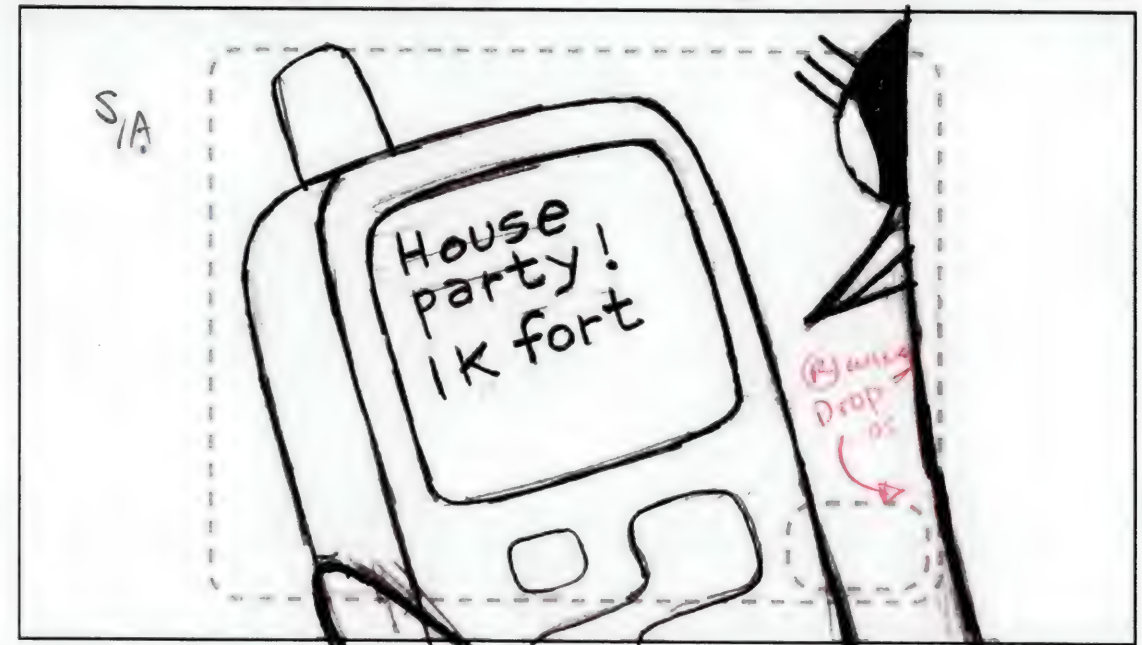


Sc. 41 *cont*

Pnl. B

Bg.

day night

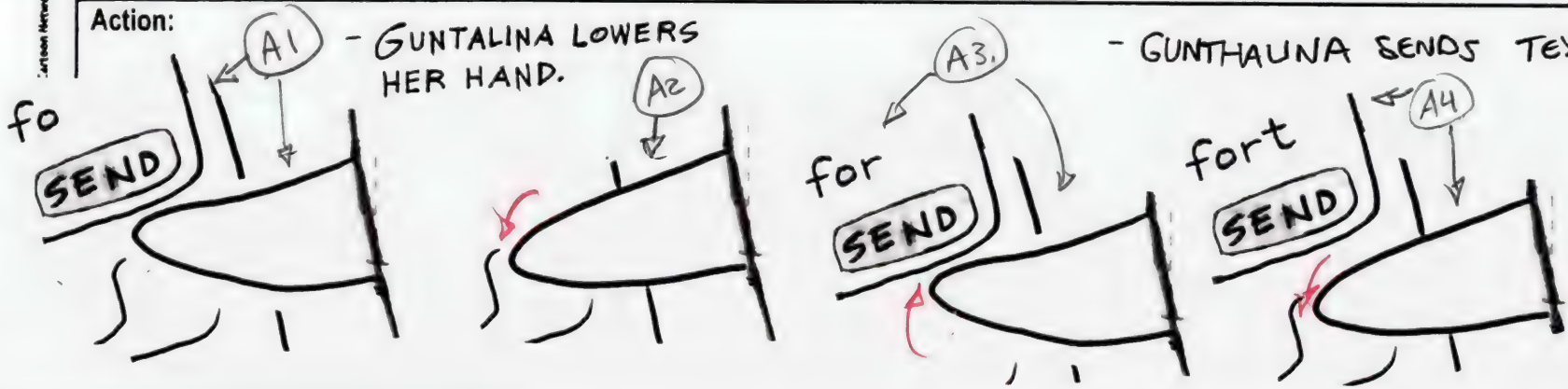


Dialog:

Action:

A1 - GUNTALINA LOWERS HER HAND.

A3 - GUNTHAUNA SENDS TEXT



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ADVENTURE TIME



Sc. 41 *cont* Pnl. C

Bg.

day night



Sc. 41 *cont* Pnl. D

Bg.

day night



Dialog:

Action:

A REPLY COMES UP
ON THE PHONE.

GUNTALINA LOOKS AT
REPLY.

OCT 09 2014

Timing:

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Production

ADVENTURE TIME



Hi
Cut

Sc. 41 *CONT* Pnl. E Bg. day night



Sc. 42 Pnl. A Bg. day night



Dialog:	
Action:	GUNTALINA LOOKS UP FROM THE PHONE.
Timing:	GUNTALINA IS LOOKING AT L.S.P. WHO IS WAVING (AND BOBBING UP AND DOWN A BIT). OCT 09 2014

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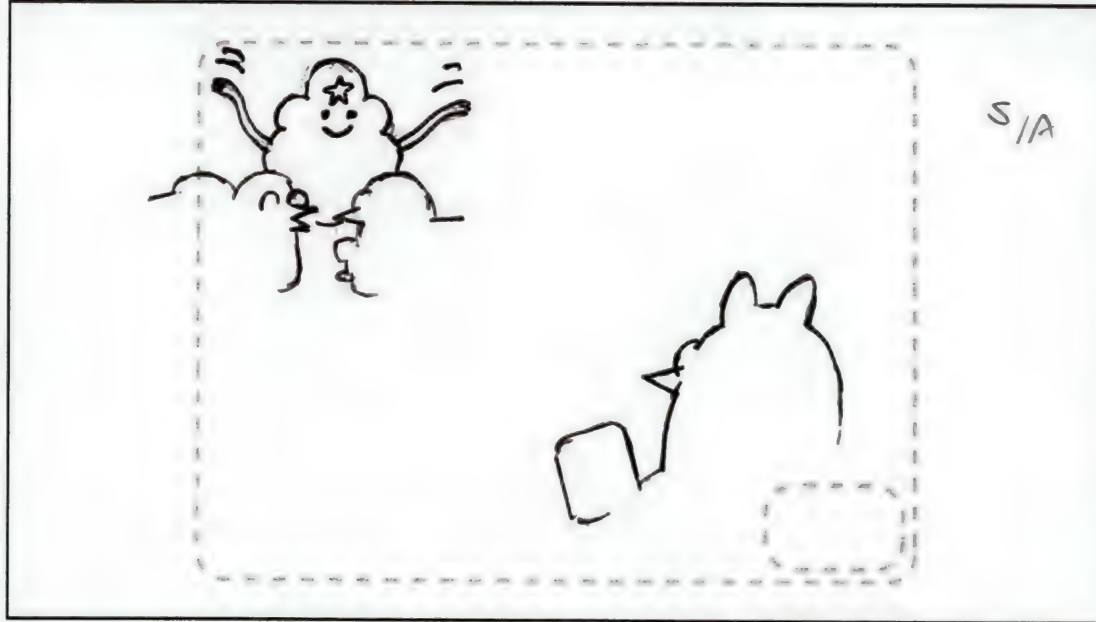


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Sc. 42 *cont* Pnl. B

Bg.

day night

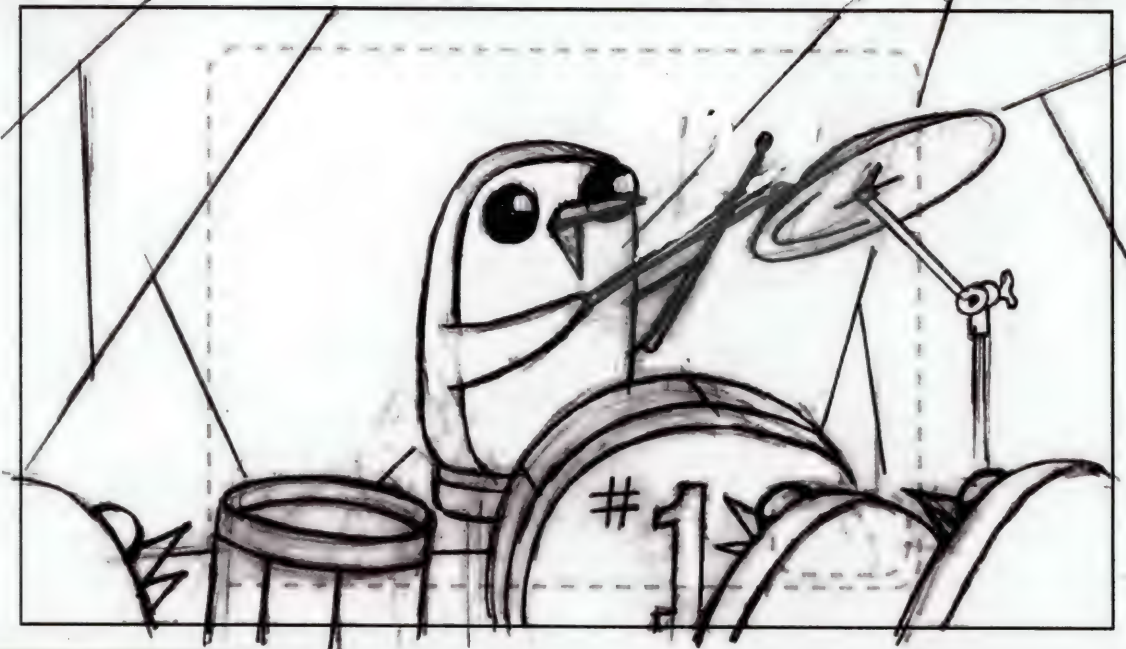


Sc. 43

Pnl. A

Bg.

day night



Dialog:

Action:

- B POSE

Timing:



SFX: * DRUMMING *

PENGUIN IMPROVISES
ON THE DRUMS.

OCT 09 2014

- CYCLE
(A)/(A)

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Production :

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ADVENTURE TIME



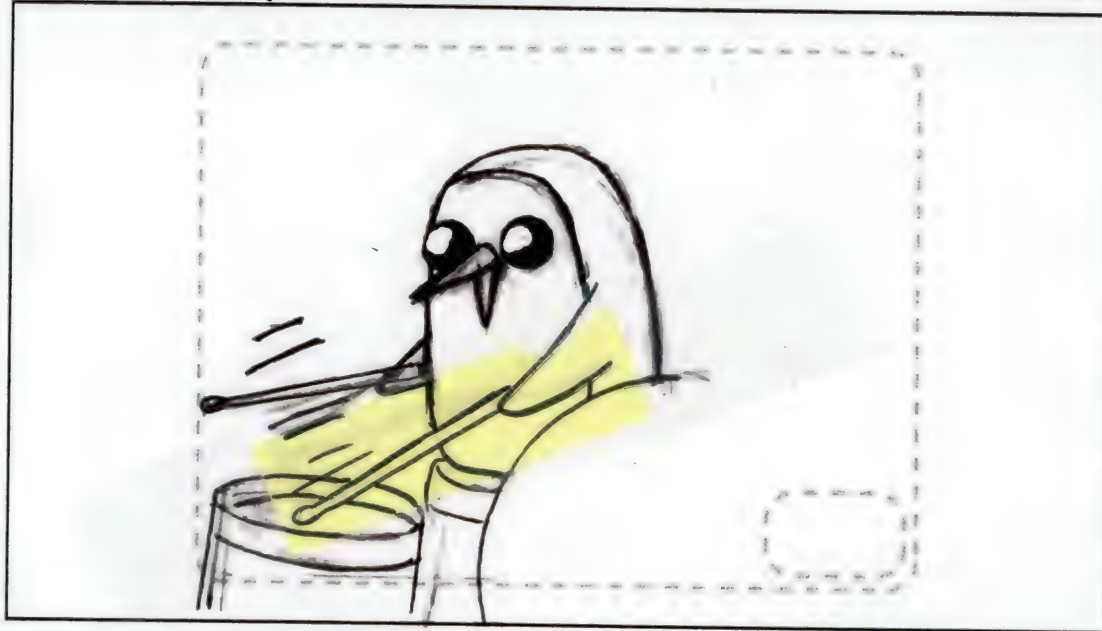
Page 126

Sc. 43 *CONT*

Pnl. B

Bg.

day night

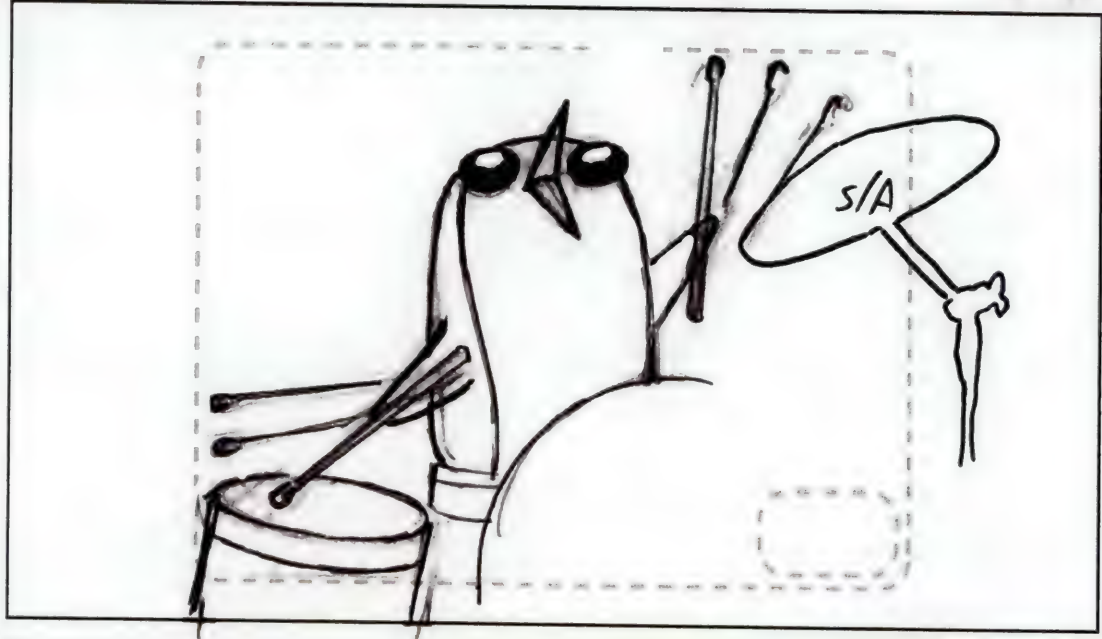


Sc. 43 *cont*

Pnl. C

Bg.

day night



Cut

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Dialog:

SFX:
* DRUMMING CONTINUES

Action:



-CYCLE
(B)/(B1)

-CYCLE
(C)/(C1)

Timing:



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ADVENTURE TIME



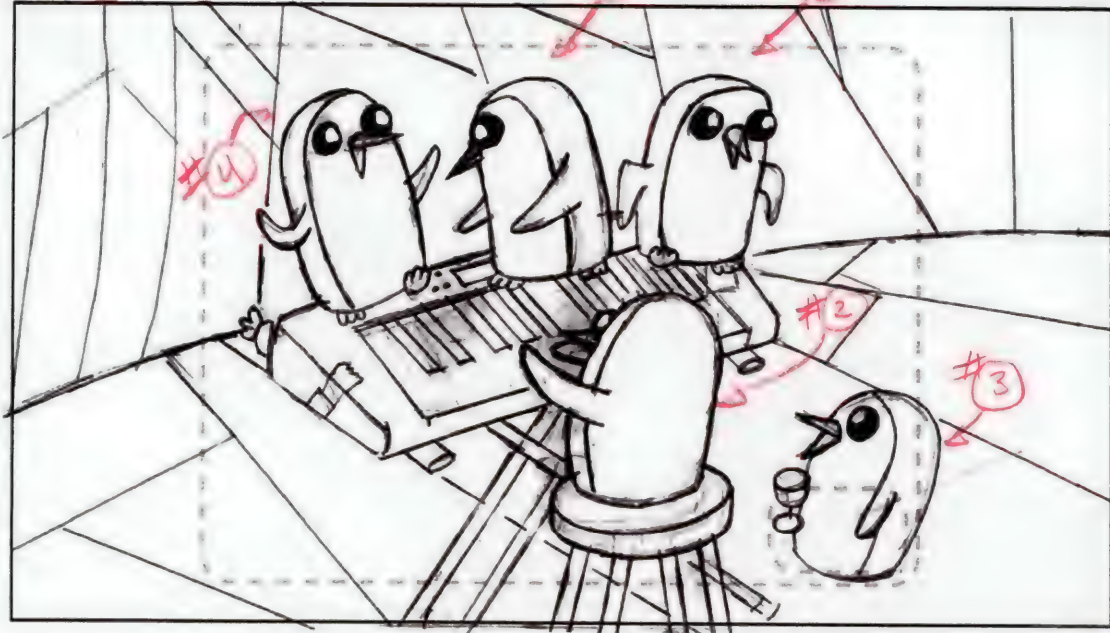
Page 127

Sc. 44

Pnl. A

Bg. #6

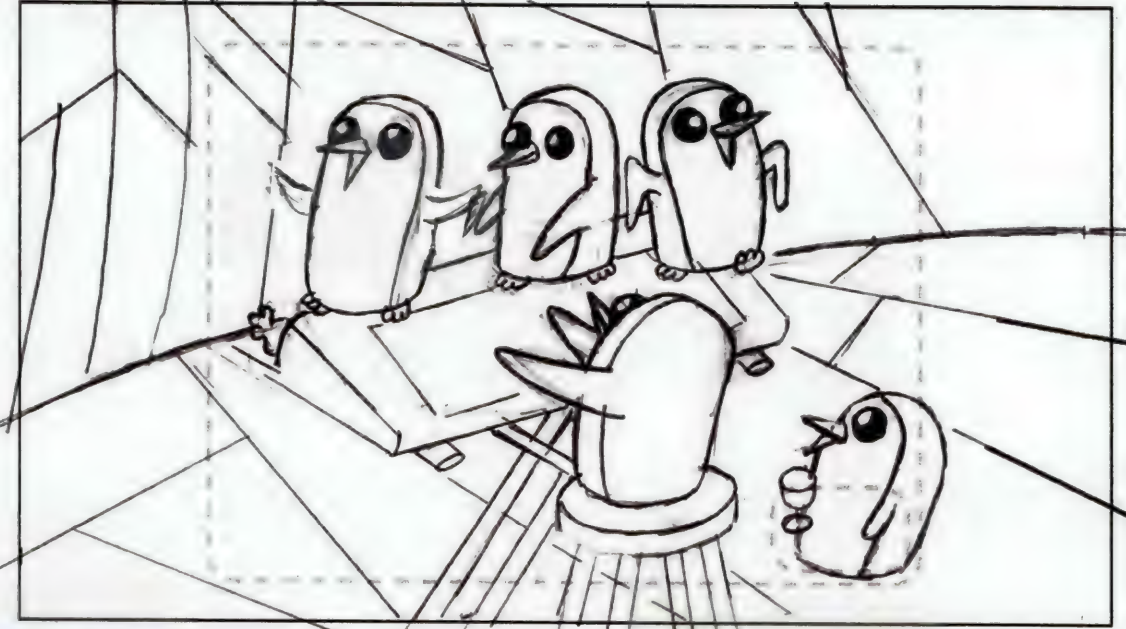
day night



Sc. 44 *CONT* Pnl. B

Bg.

day night



Dialog:

SAX: * KEYBOARD PLAYING *

Action:

PENGUINS DANCE!

Timing:



Oct 09 2014

Production :

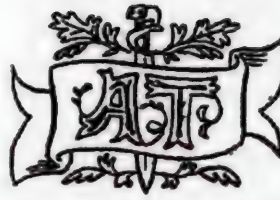
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ADVENTURE TIME



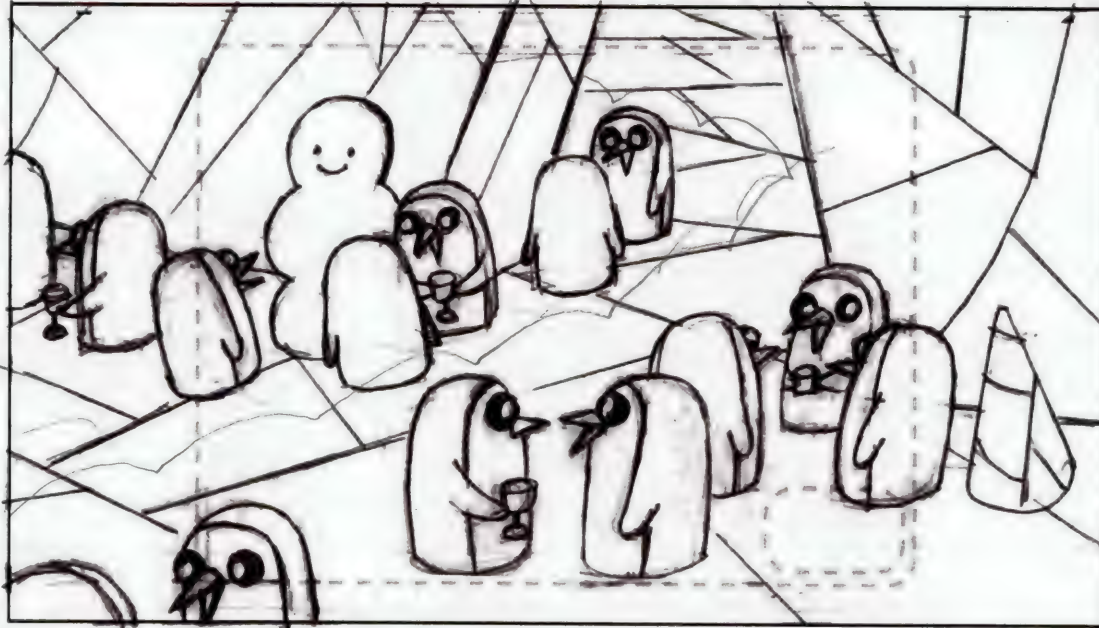
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Sc. 45

Pnl. A

Bg.

day night

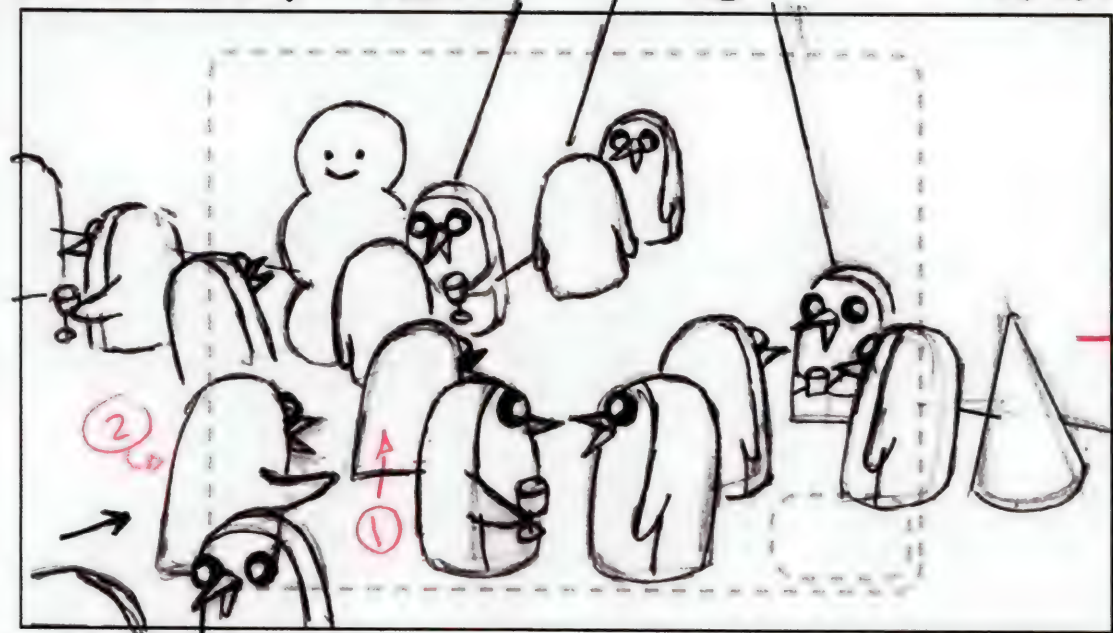


Sc. 45 *cont*

Pnl. B

Bg.

day night



Dialog:

SOUND: MUSIC / PENGUINS WENKING

Action:

ON PENGUINS CHATTING.

↑ ↑
TWO PENGUINS RUN THROUGH.

OCT 09 2014

Timing:

Production :

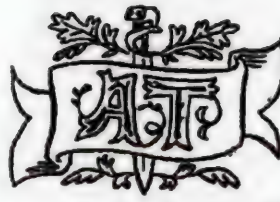
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Start

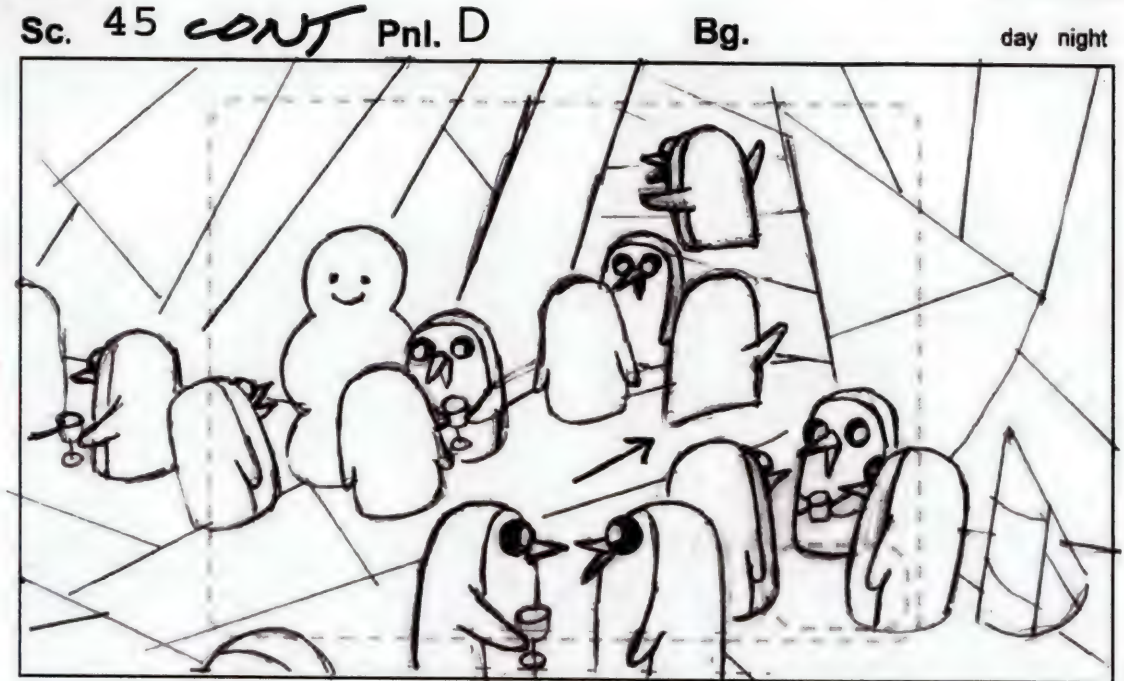
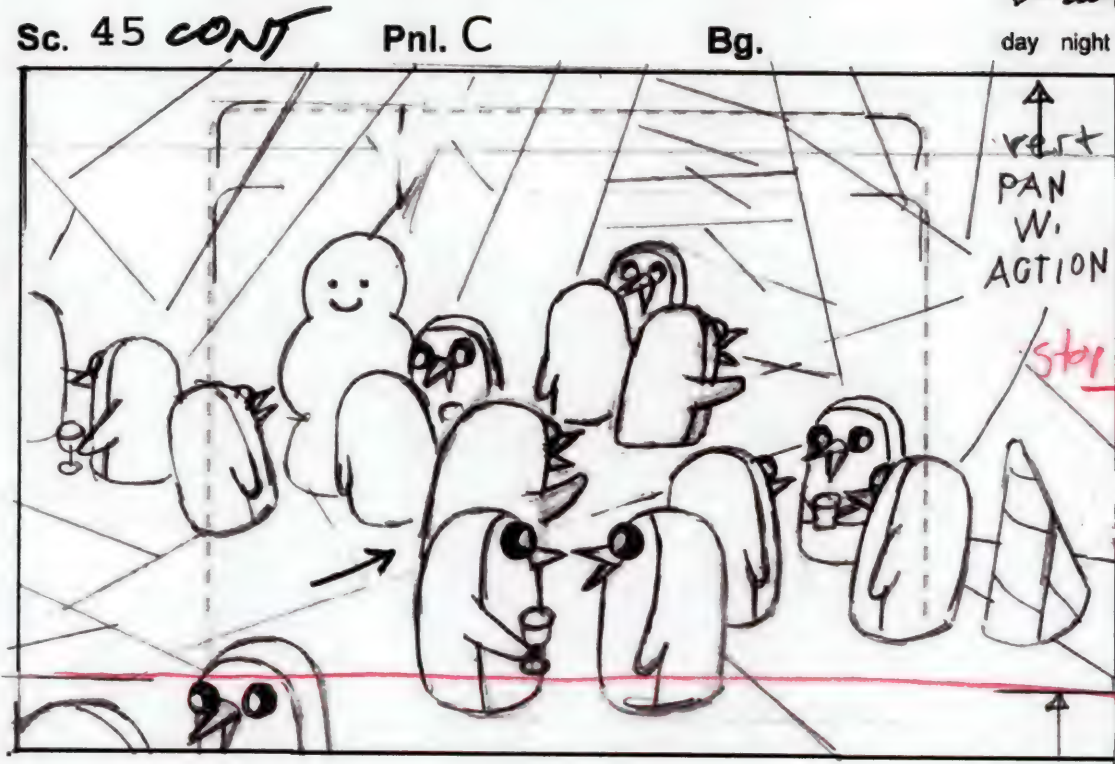
1025/198

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ADVENTURE TIME

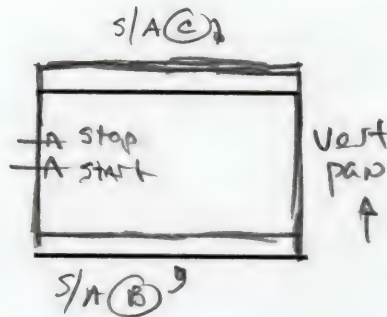


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Action: CAMERA FOLLOWS THE TWO PENGUINS RUNNING.

Timing:



TWO PENGUINS CONT. RUNNING.

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Production :

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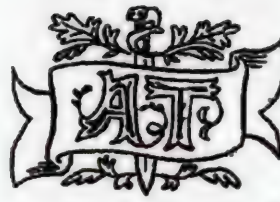
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1025/198

ADVENTURE TIME



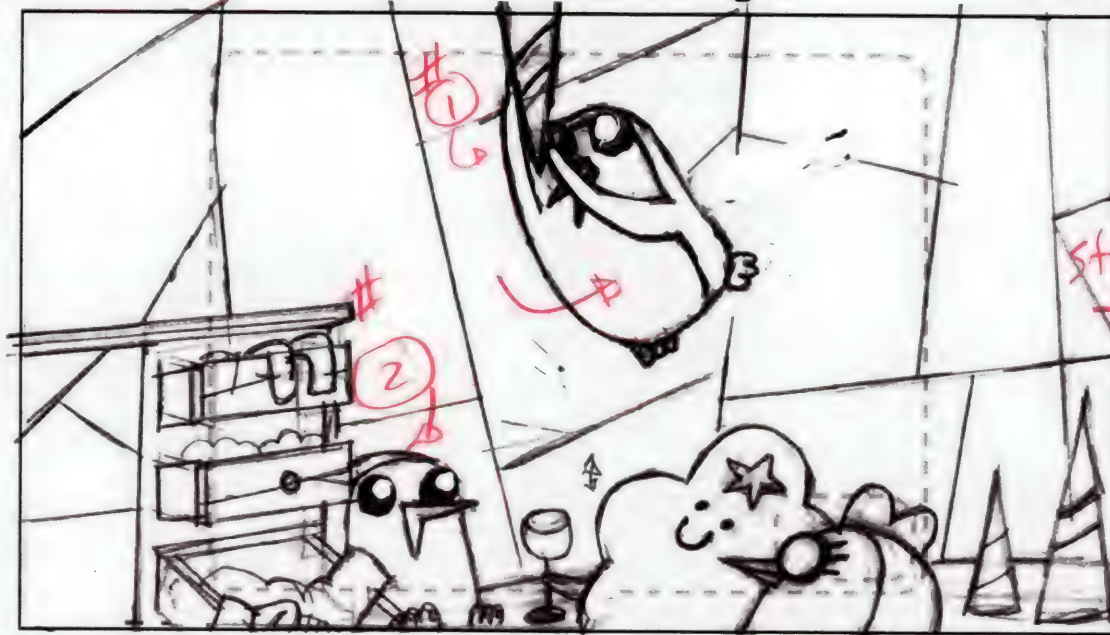
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Sc. 46

Pnl. A

Bg.

day night

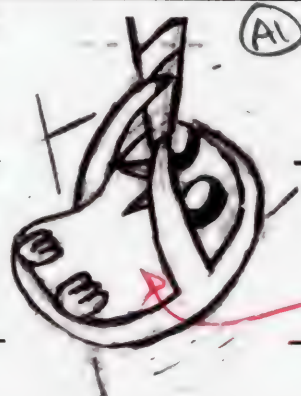


Dialog:

Action:

ON PENGUIN SWINGING
FROM ICICLE.

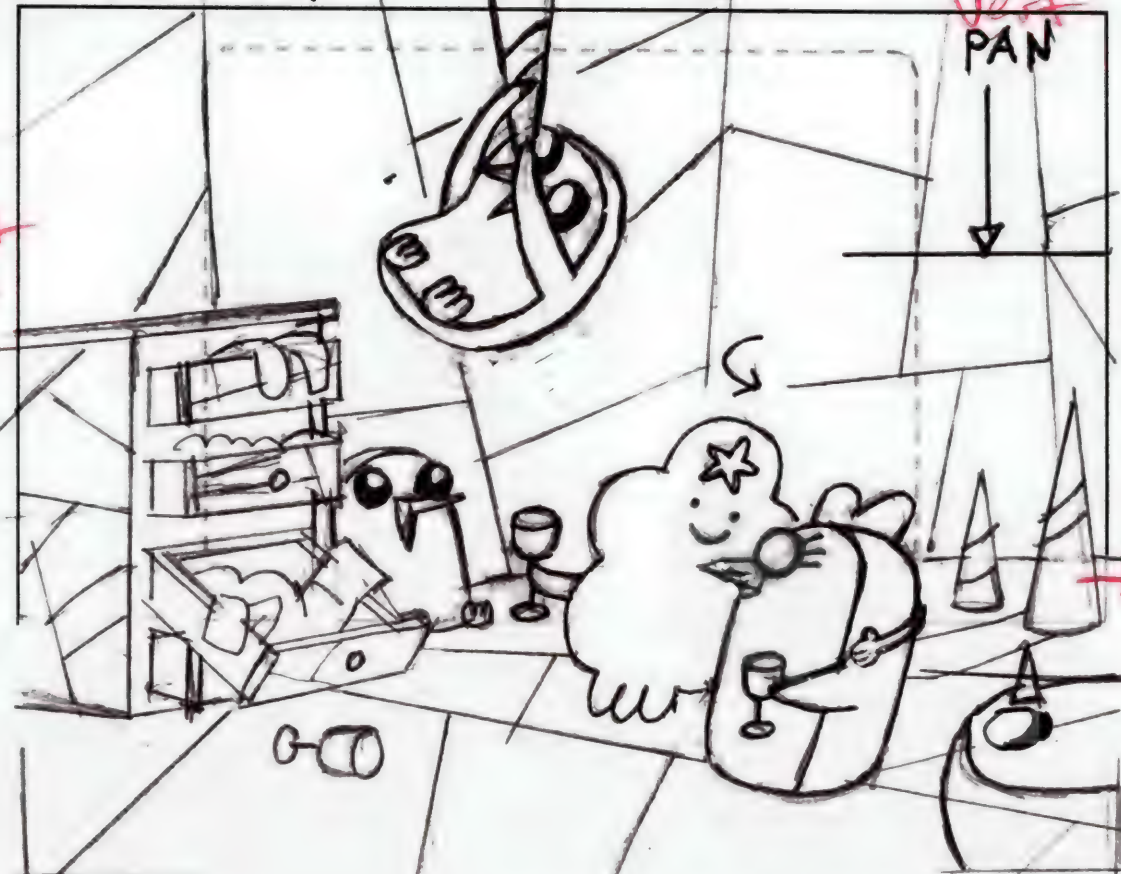
Timing:



Sc. 46 CONT

Bg.

day night



PAN DOWN TO L.S.P. AND
GUNTALINA CHATTING.

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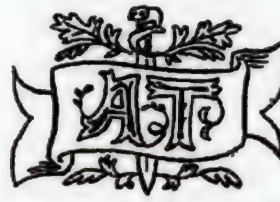
EPISODE #

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Production :

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ADVENTURE TIME



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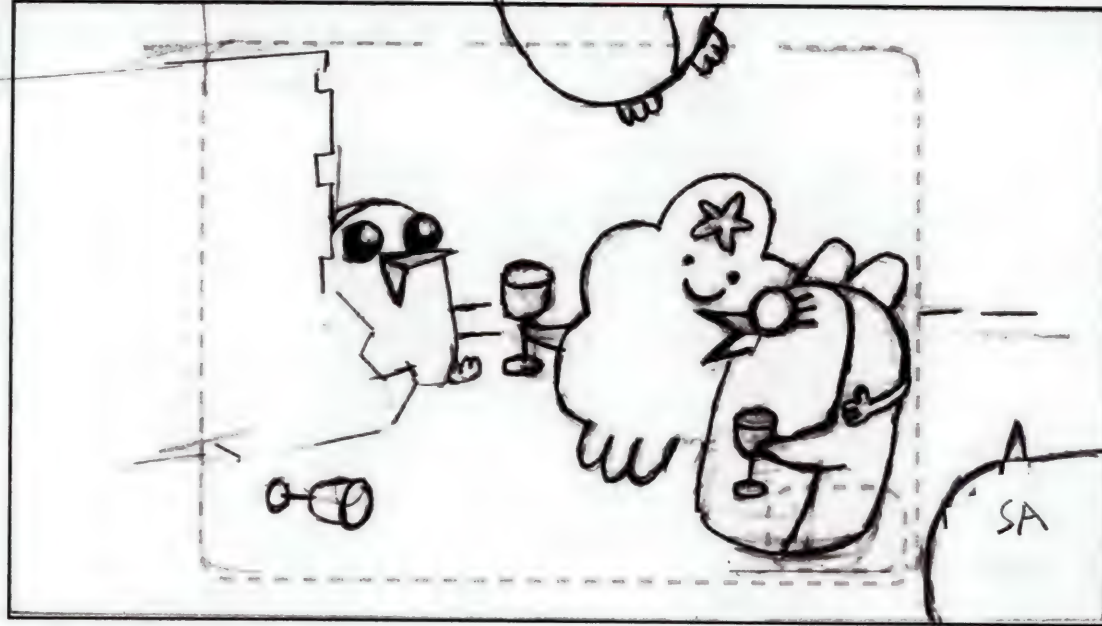
Sc. 46 *cont*

Pnl.

C

Bg.

day night



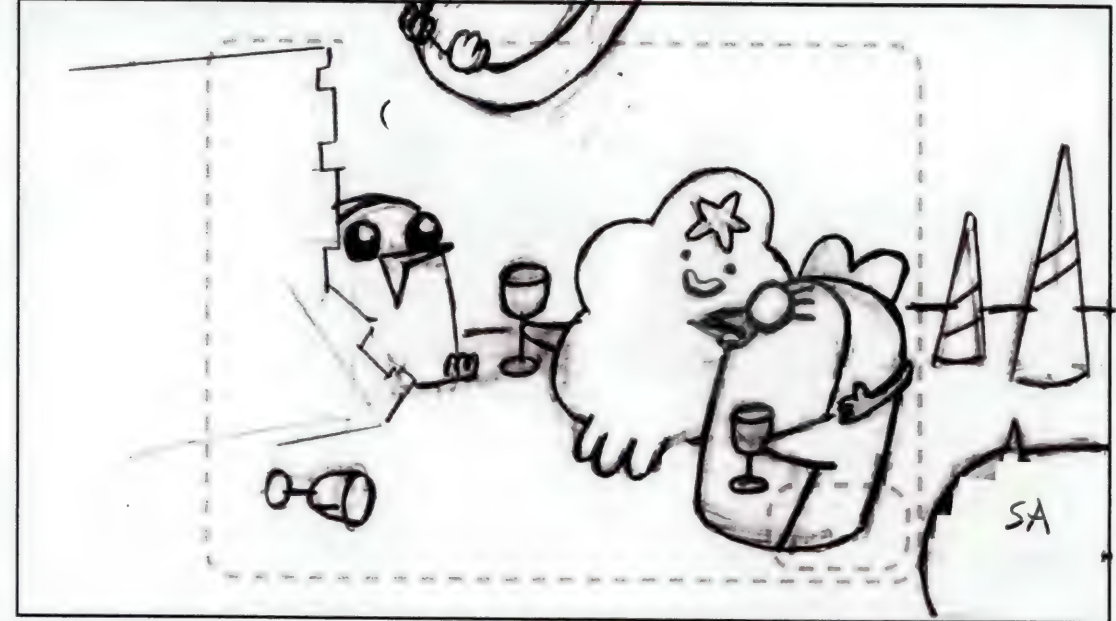
Sc. 46 *cont*

Pnl.

D

Bg.

day night



Dialog:

G: WENK WENK WENK

LSP/ Hahaha that's so true!
I am the prettiest one here.

Action:

- ON L.S.P. AND GUNTALINA
- CONT. PENGUIN SWINGING FROM ICICLE.

Timing:

OCT 09 2014



Production :

1025/198

1025-198

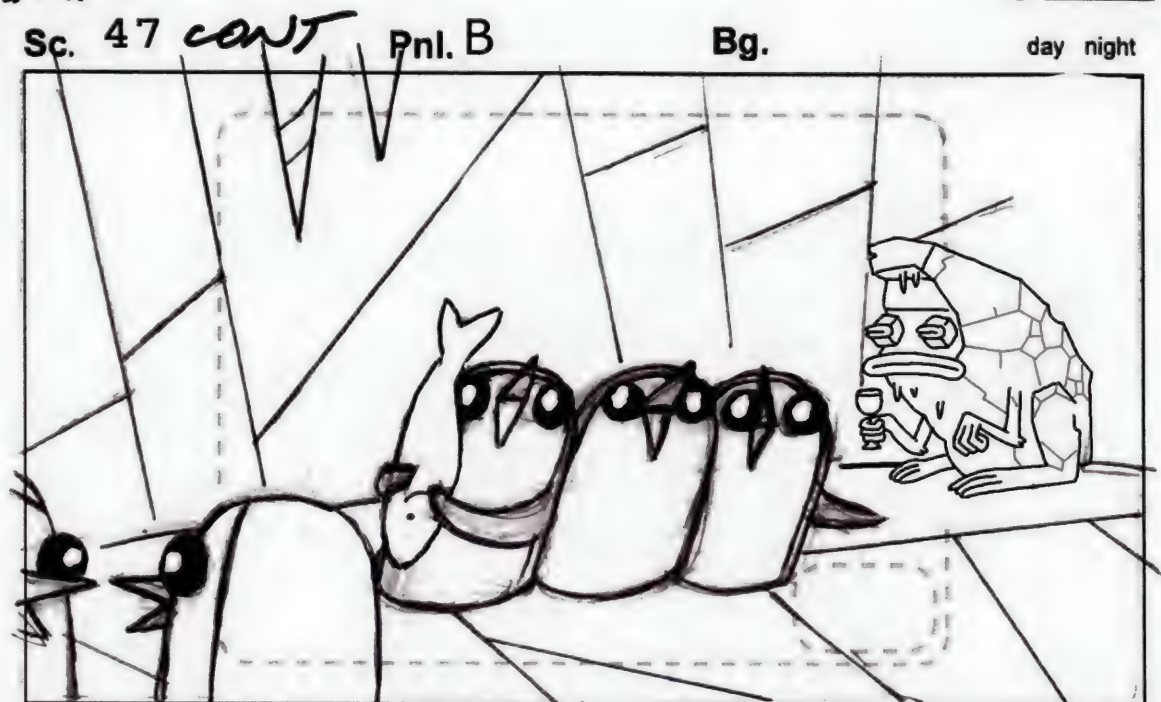
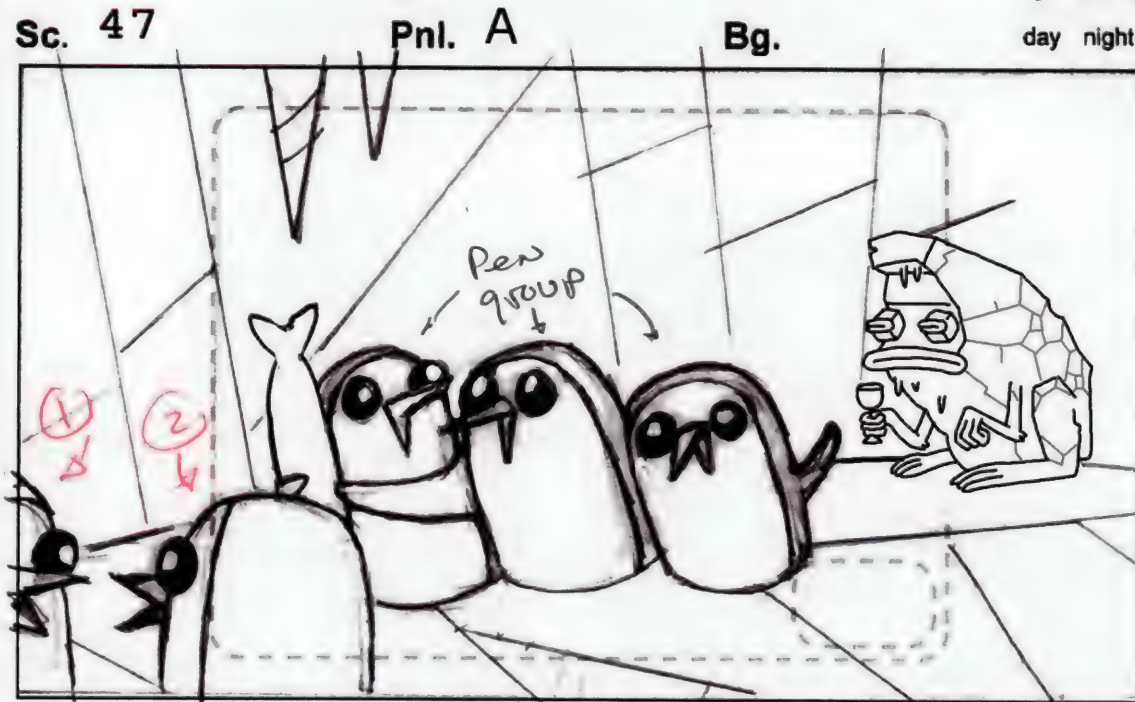
EPISODE #

1025/198

ADVENTURE TIME



Page 132



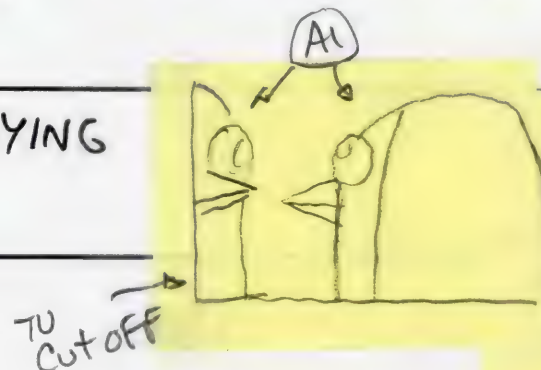
Dialog:

P: ♪ WENK - WENK - WEE ENK - WENK WENK ♪

Action:

- ON PENGUINS SINGING, SWAYING

Timing:



OCT 09 2014

Production :

EPISODE #

1025-198

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1025/198

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W

ADVENTURE TIME



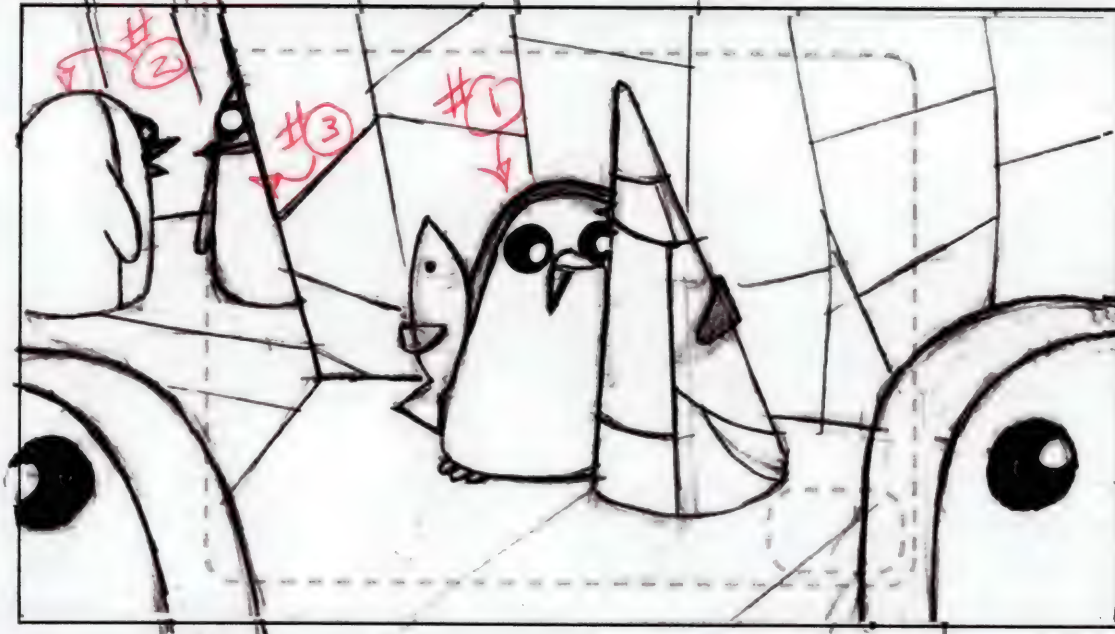
Page 133

Sc. 48

Pnl. A

Bg.

day night

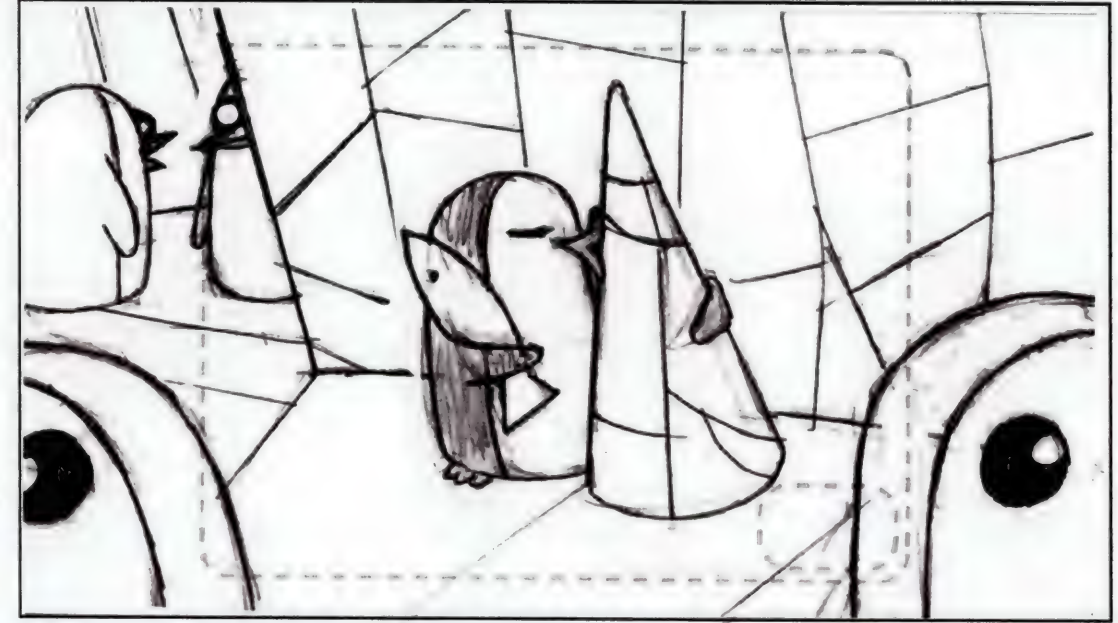


Sc. 48 *cont*

Pnl. B

Bg.

day night



Dialog:

P: WENK-WENK.

P: *KISS*

Action:

ON HAPPY PENGUIN.

PENGUIN KISSES ICICLE.

OCT 09 2014

Timing:



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1025/198

Production :

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1025/198

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ADVENTURE TIME



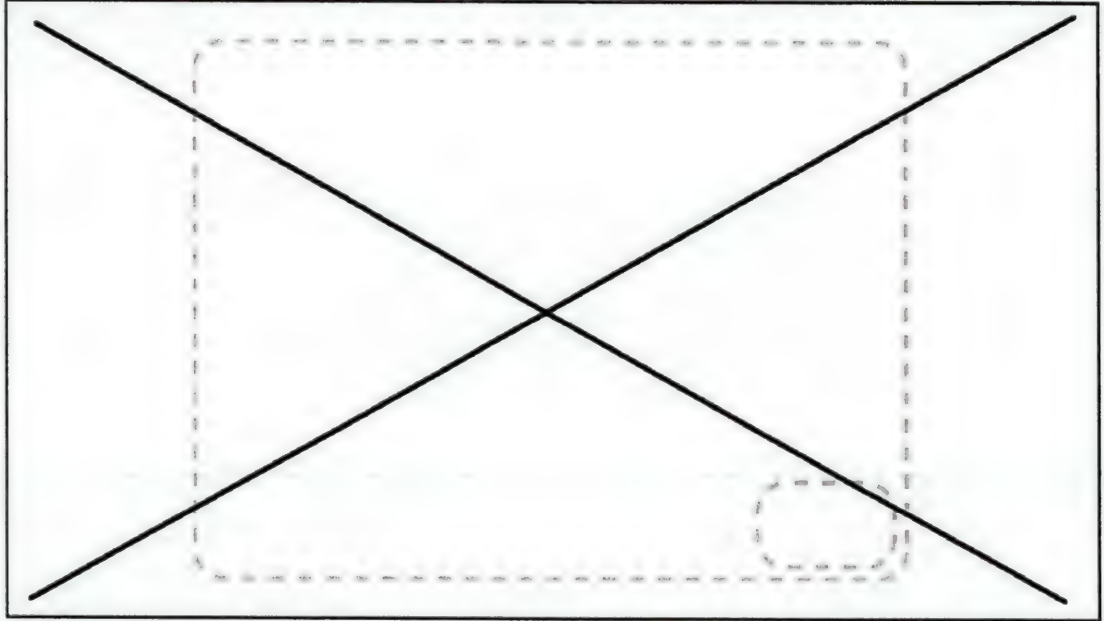
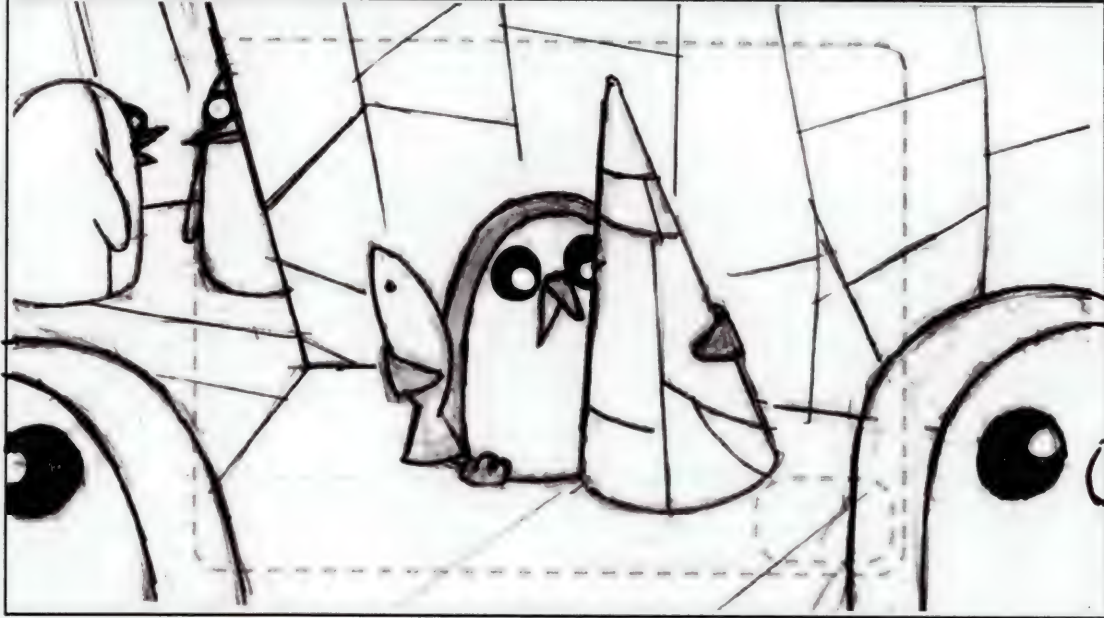
Cut

Page 134

Sc. 48 *CONT* Pnl. C

Bg.

day night



Dialog:

Action:

PENGUIN SETTLES DOWN
BESIDE ICICLE.

OCT 09 2014

Timing:

1025-198

EPISODE #

1025/198

Production :

1025/198

ADVENTURE TIME



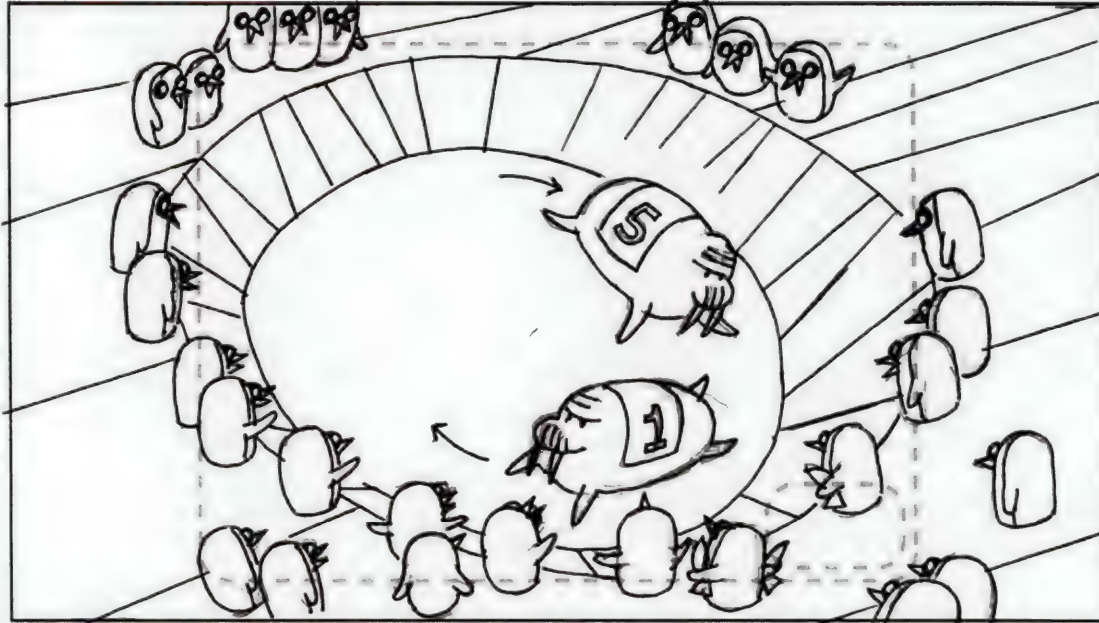
Page 135

Sc. 49

Pnl. A

Bg.

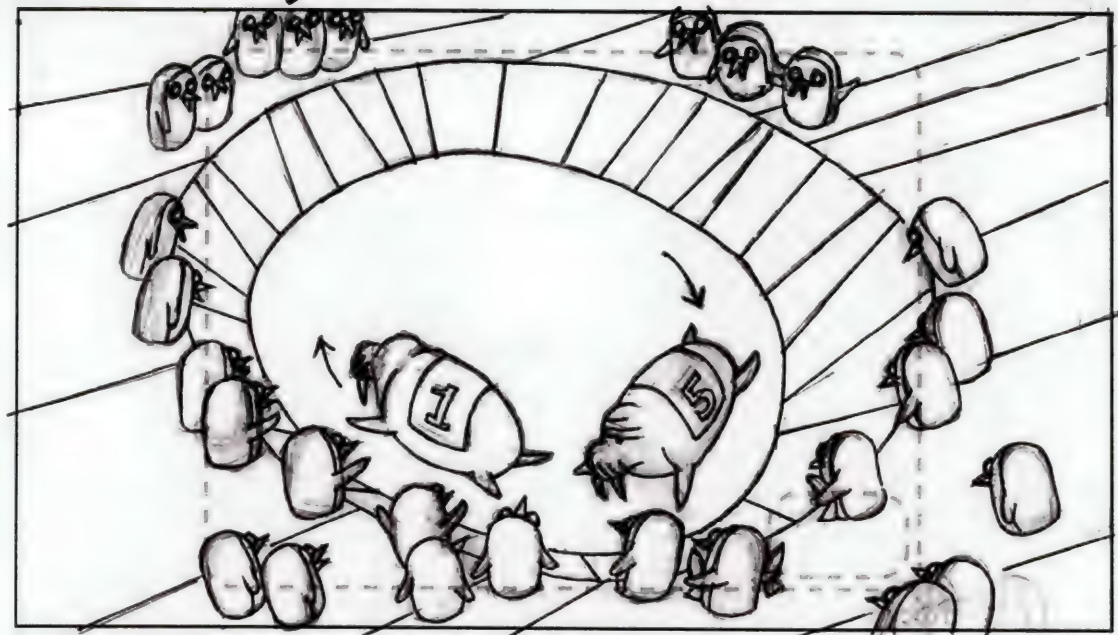
day night



Sc. 49 *CONT* Pnl. B

Bg.

day night



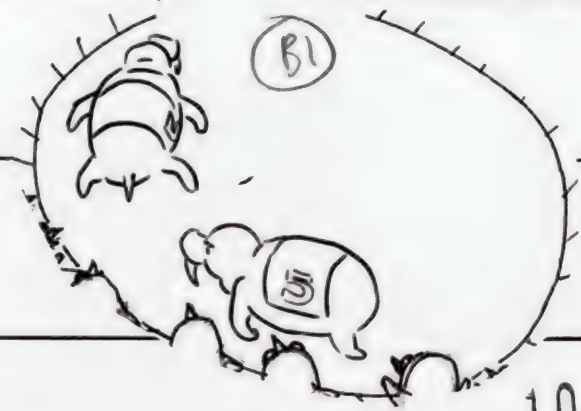
Dialog:

penguins/ [wenk walla]

Action:

PENGUINS WATCH
TWO WALRUSES RACING.

Timing:



OCT 09 2014

Production :

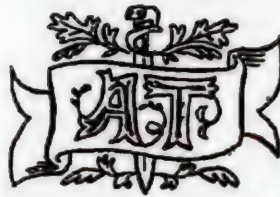
EPISODE #

1025=198

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ADVENTURE TIME



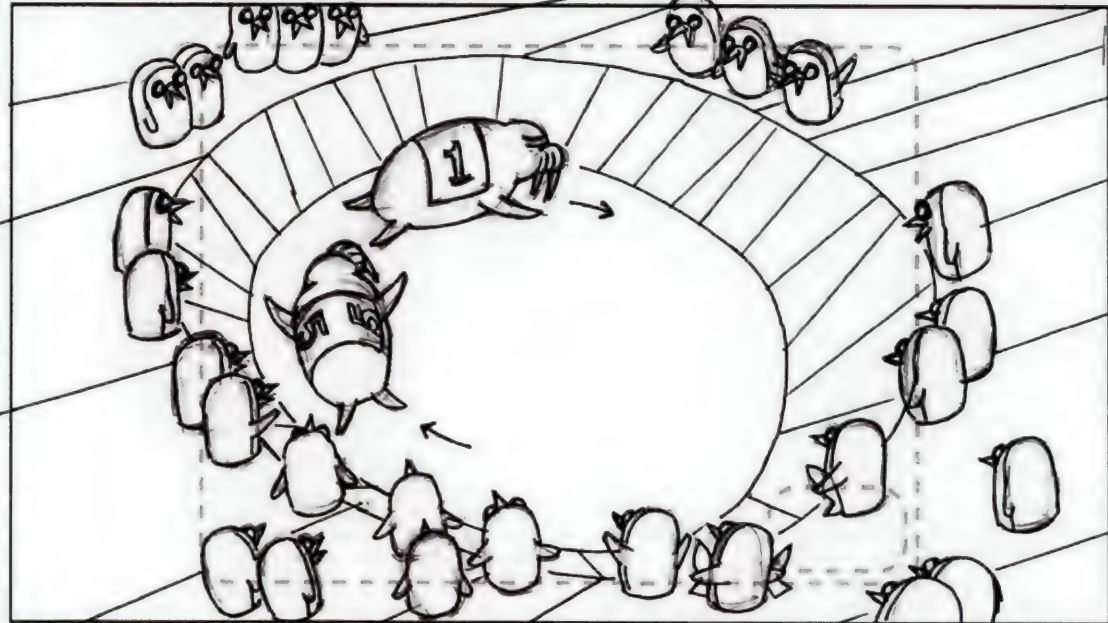
HV
Cust

Page 136

Sc. 49 *cont* Pnl. C

Bg.

day night

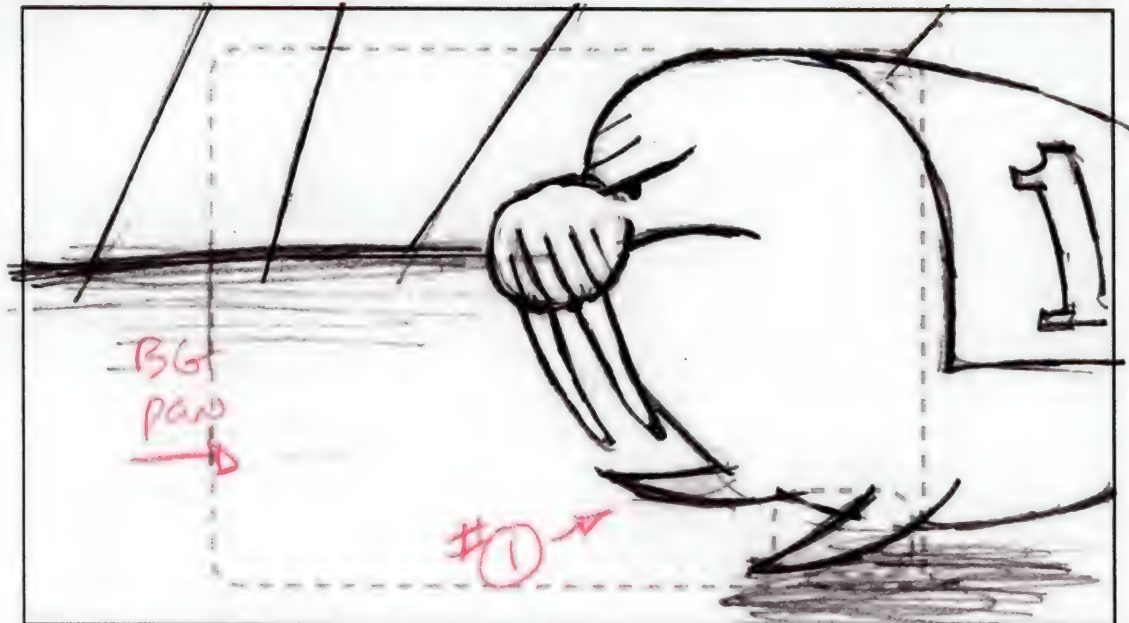


Sc. 50

Pnl. A

Bg.

day night



Dialog:

penguins/ [wenk walla]

Action:

WALRUSES JOCKEY FOR
POSITION.

OCT 09 2014

Timing:

EPISODE # 1025-198

1025/198

Production :

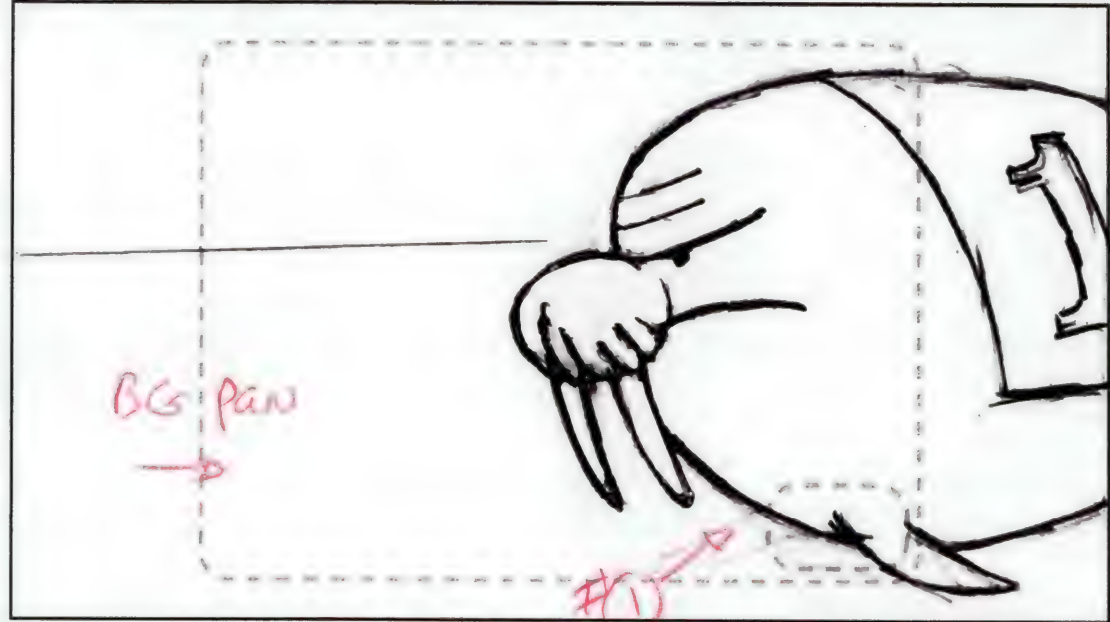
1025/198

ADVENTURE TIME



Page 137

Sc. 50 *CONT* Pnl. B Bg. day night



Sc. 50 *CONT* Pnl. C Bg. day night



Dialog:

PENGUINS: (O/S) WENK WENK WENK!

Action:

OCT 09 2014

Timing:

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Production :

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1025/198

ADVENTURE TIME



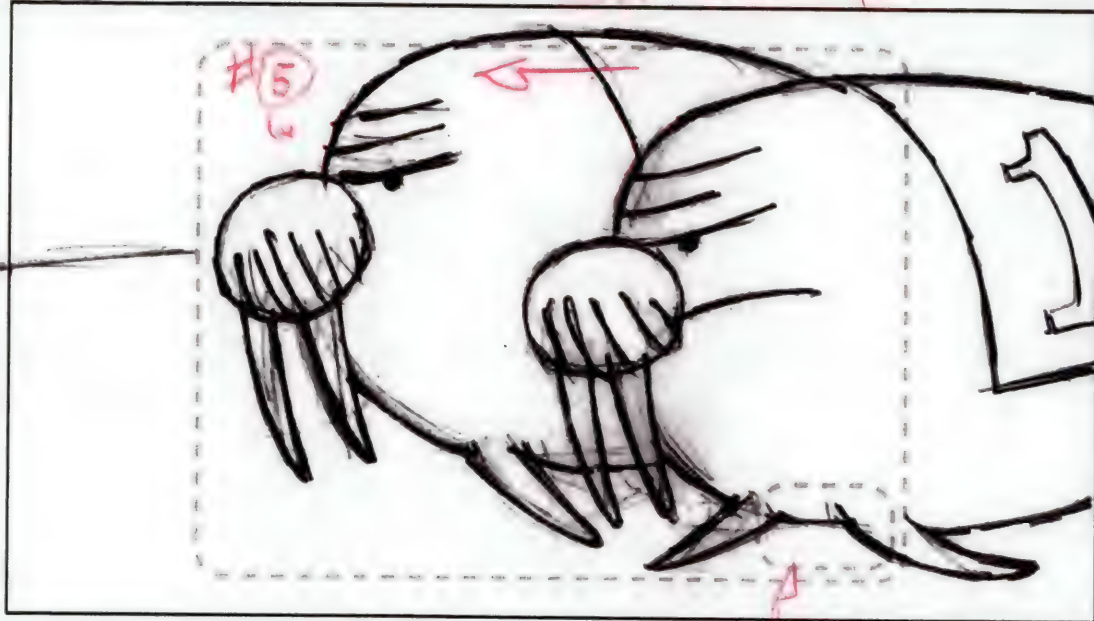
Cut

Page 138

Sc. 50 *CONT* Pnl. D

CONT GRAB PAN

day night

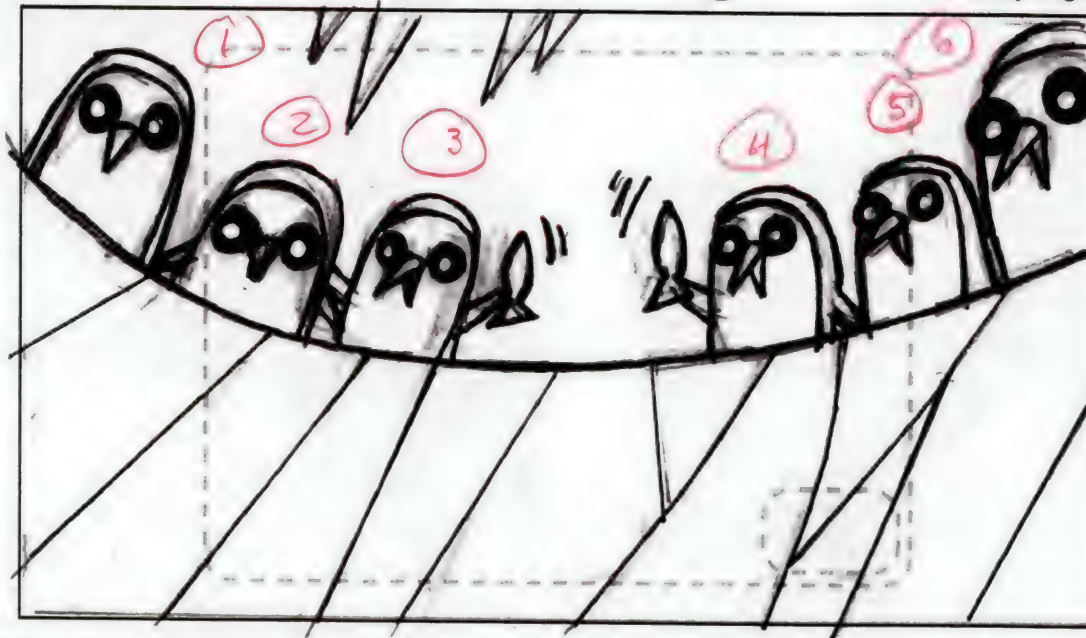


Sc. 51

Pnl. A

Bg.

day night



Dialog:

PENGUINS: WENK WENK WENK!

Action:

#5 PULLS AHEAD.

EXCITED PENGUINS WATCH
THE RACING WALRUSES.

OCT 09 2014

Timing:

Production :

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ADVENTURE TIME



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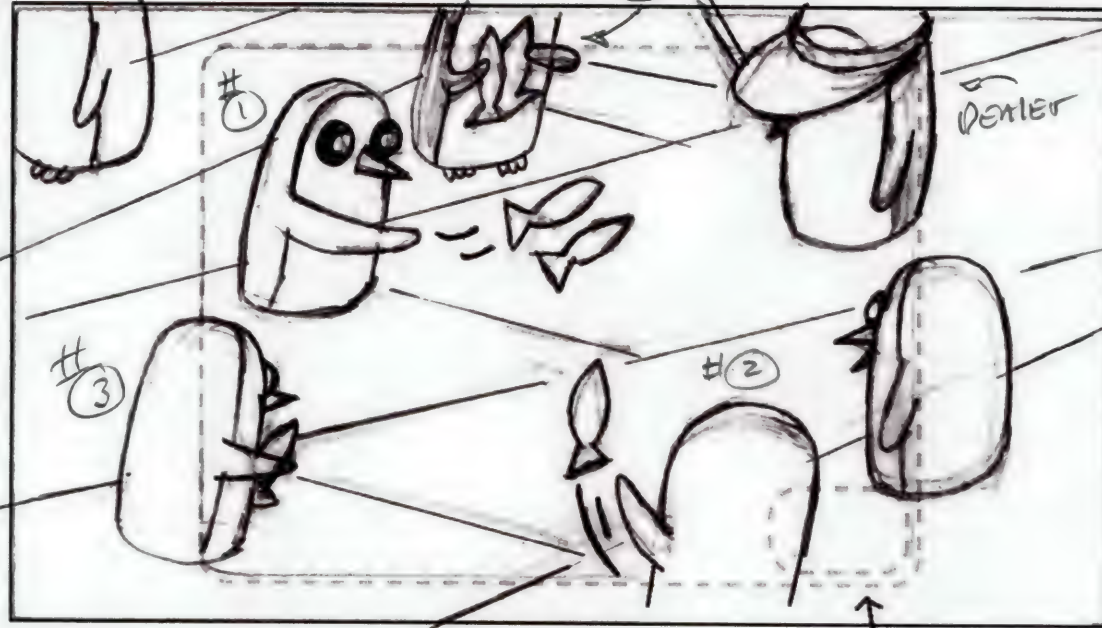
Sc. 52

Pnl. A

#1

Bg.

day night

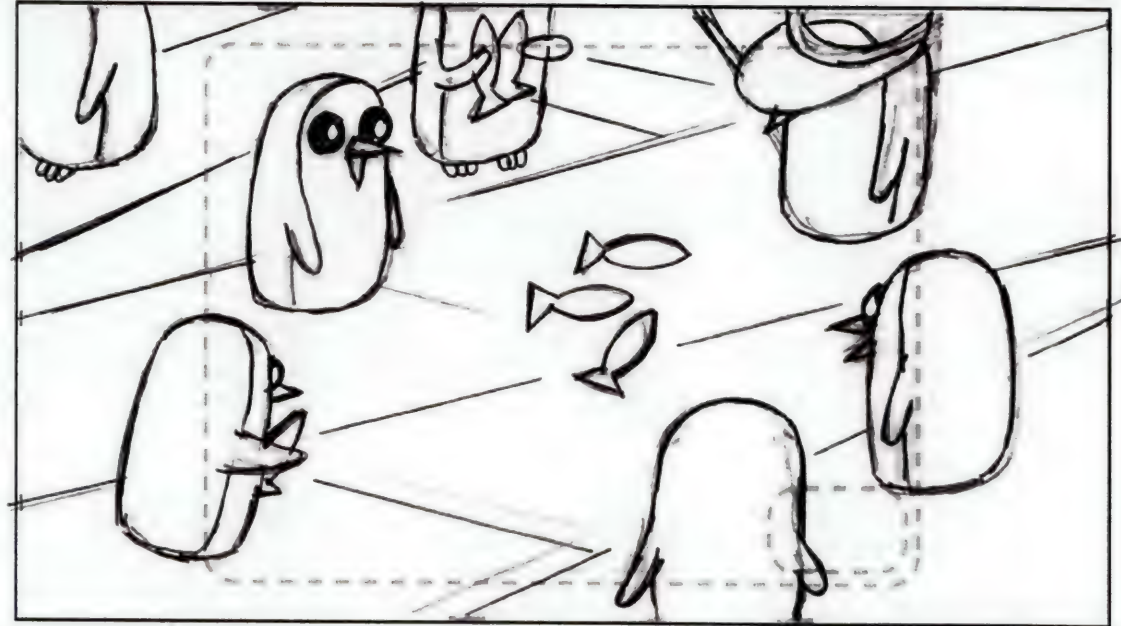


Sc. 52 *cont*

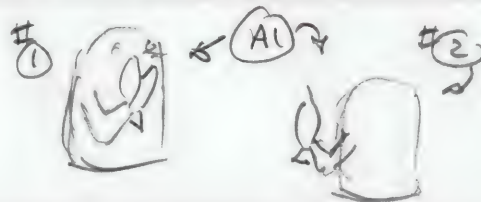
Pnl. B

Bg.

day night



Dialog:



PENGUINS: WENK WENK WENK!

Action:

PENGUINS BET FISH
ON THE WALRUS RACE.

ONE OF THE
PENGUINS WEARS
A CROUPIER'S
HAT.

Timing:

OCT 09 2014

Production :

EPISODE #

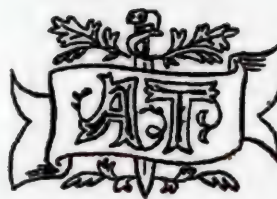
1025-198

1025/198

1025/198

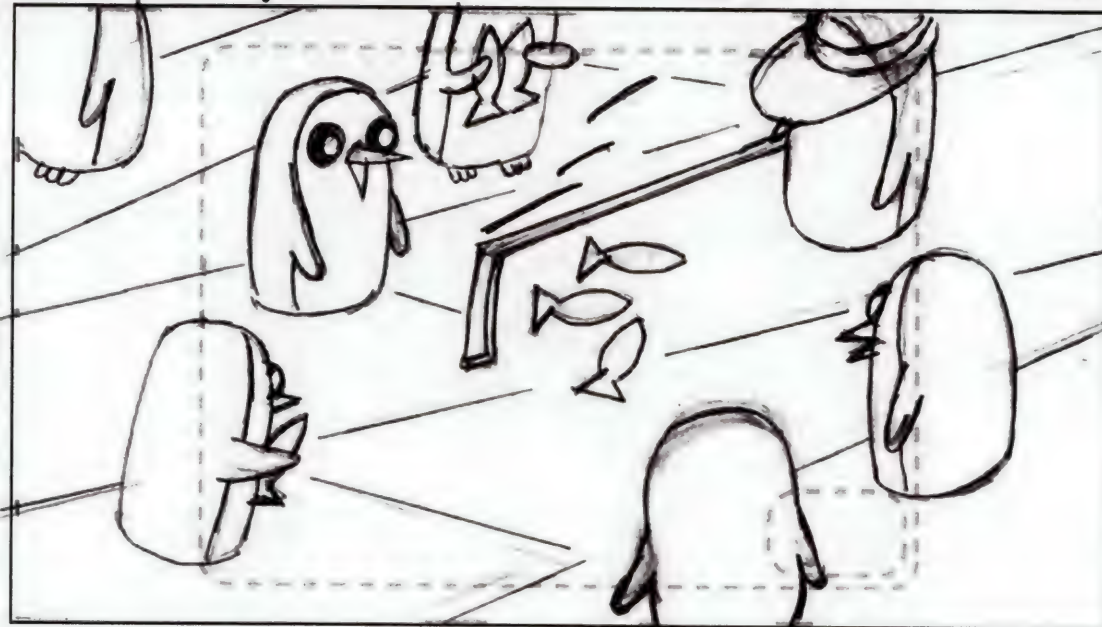
1025/198

ADVENTURE TIME

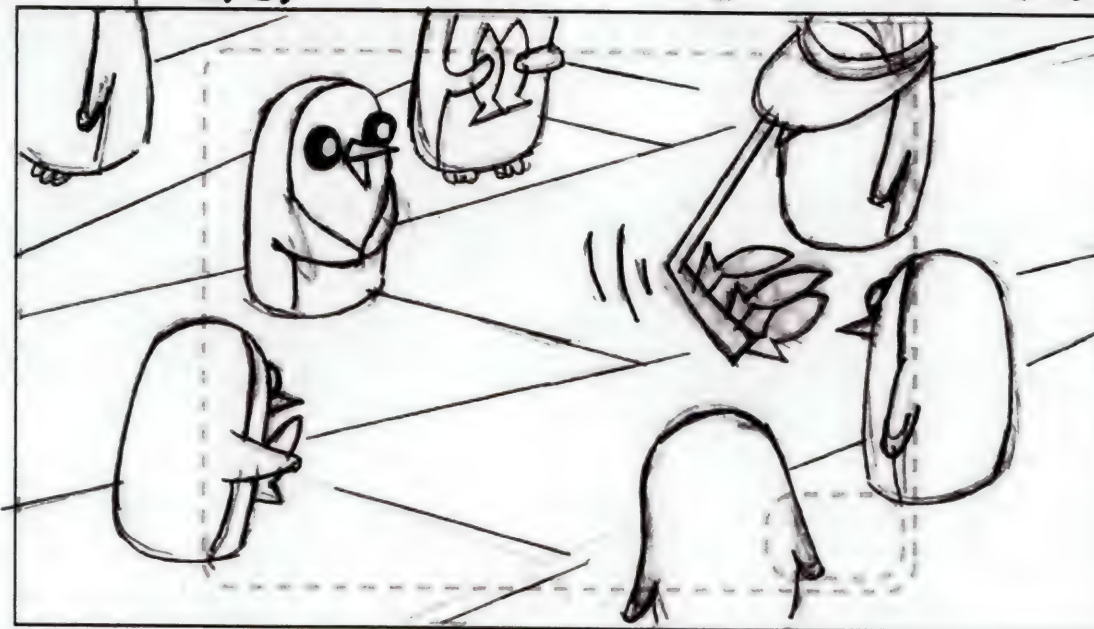


Page 140

Sc. 52 *cont* Pnl. C Bg. day night



Sc. 52 *cont* Pnl. D Bg. day night



Dialog:

PENGUINS: WENK WENK WENK !

Action:

Dealer PENGUIN USES A
HOCKEY STICK
AS A GROUPIER
STICK.

OCT 09 2014

Timing:

Production :

EPISODE #

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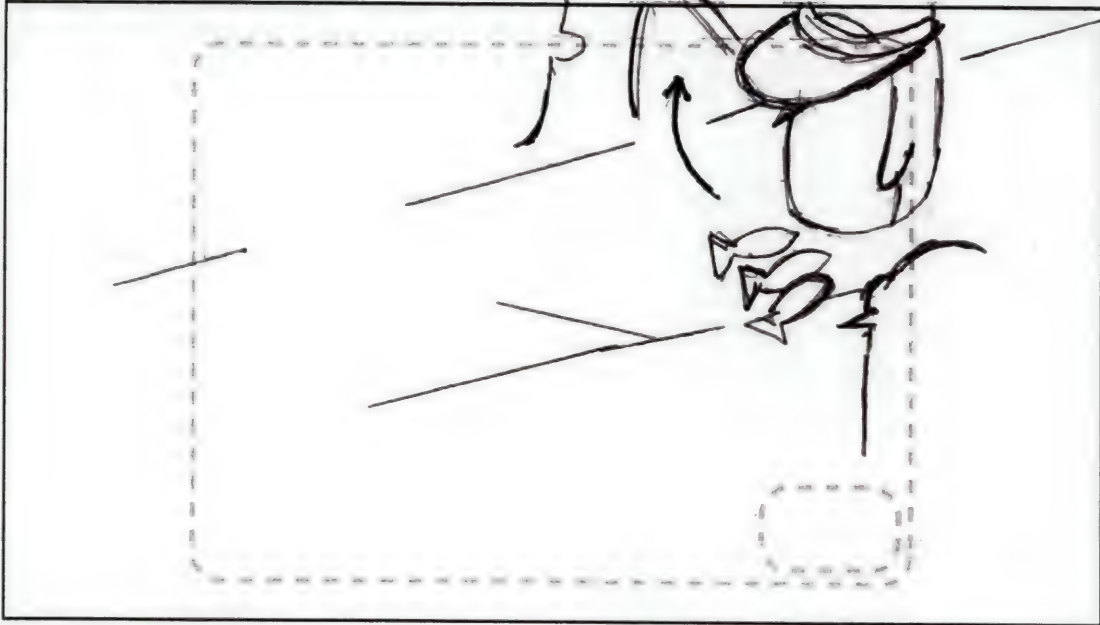
1025/198

1025/198

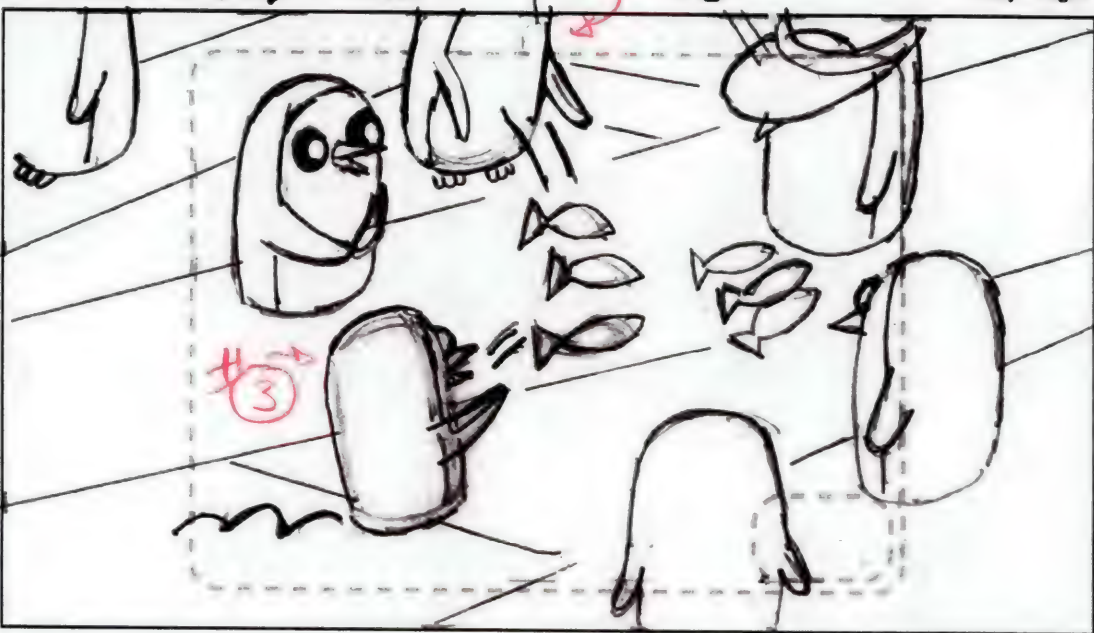
ADVENTURE TIME



Sc. 52 *CONT* Pnl. E Bg. day night



Sc. 52 *CONT* Pnl. F Bg. day night



Dialog:

↑ PENGUINS: WENK WENK WENK!

Action:

RECOVER
HOCKEY
STICK

- 3rd PENGUIN THROWS DOWN FISH

OCT 09 2014

Timing:

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EPISODE #

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Production :

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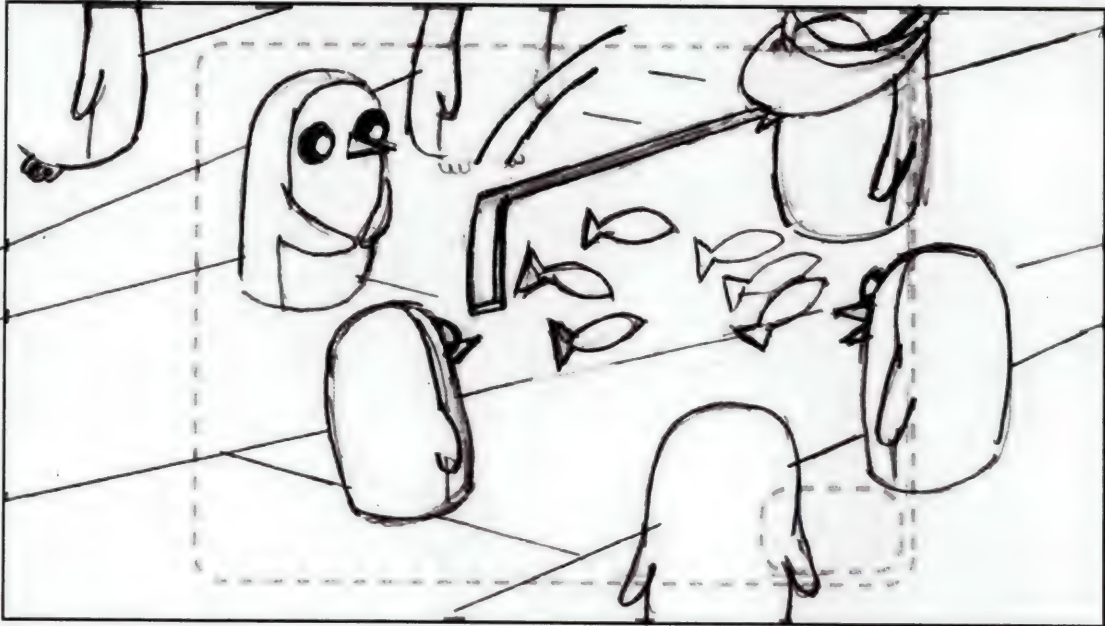
ADVENTURE TIME



Sc. 52 *cont* Pnl. G

Bg.

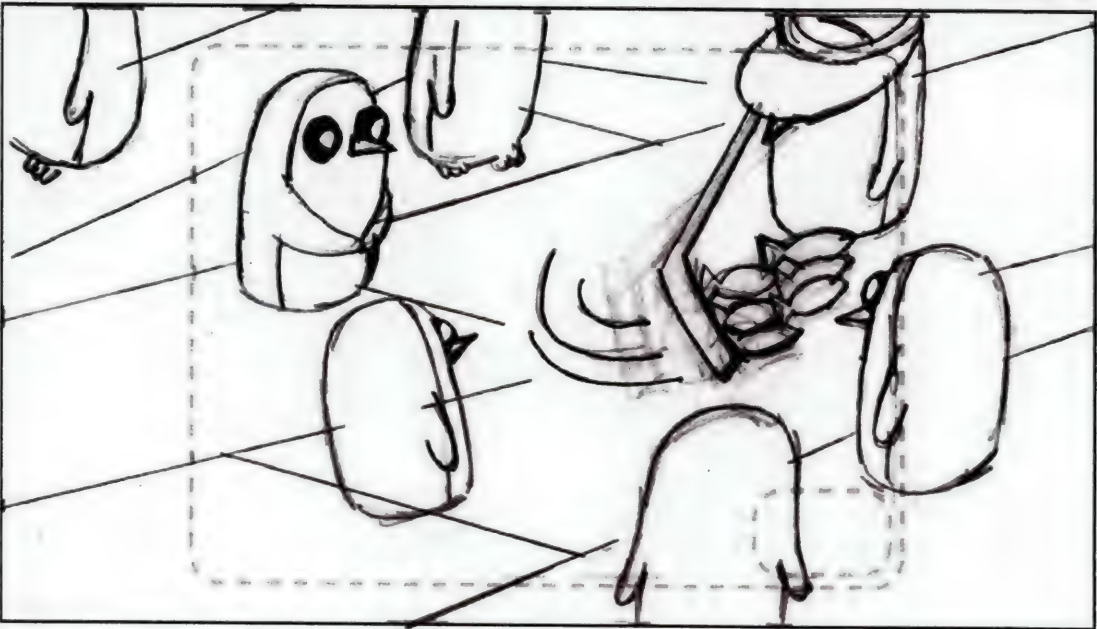
day night



Sc. 52 *cont* Pnl. H

Bg.

day night



cut

1025-198

EPISODE #

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Dialog:

PENGUINS: WENK WENK WENK!

Action:

- CROUPIER PENGUIN RAKES IN FISH

OCT 09 2014

Timing:

Production :

1025/198



ADVENTURE TIME

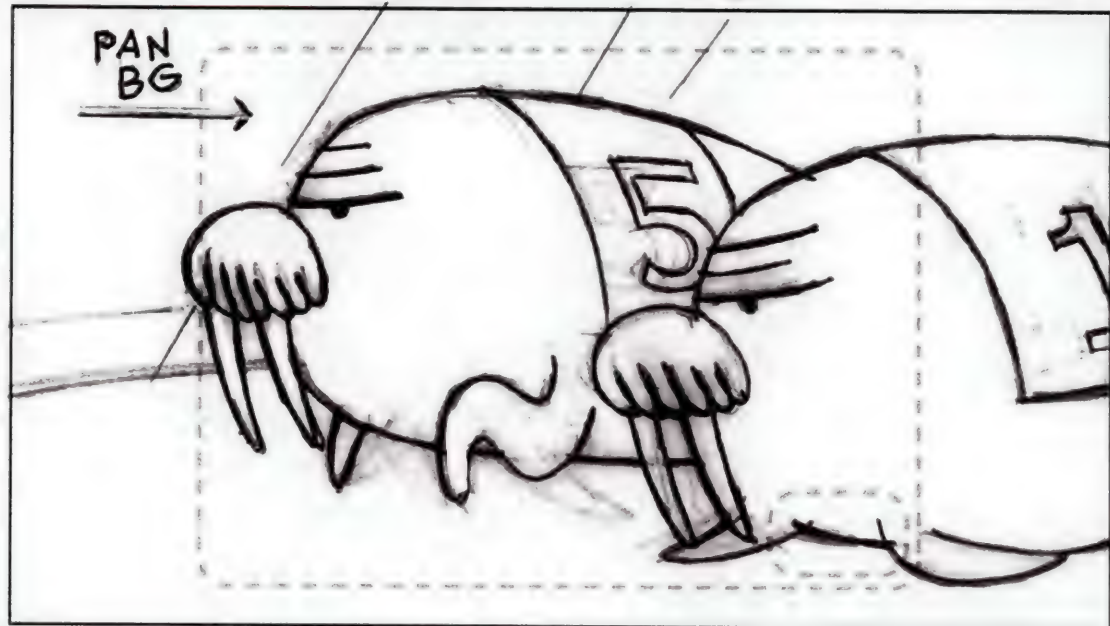
Page 143

Sc. 53

Pnl. A

Bg.

day night



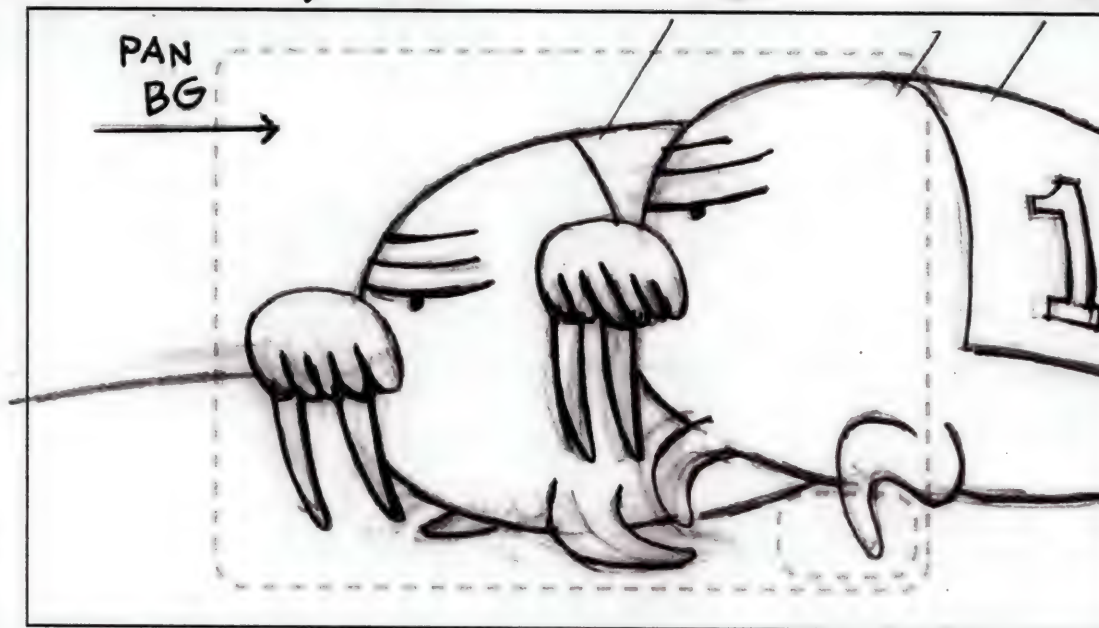
Sc. 53

CONT

Pnl. B

Bg.

day night



Dialog:

PENGUINS: (O/S) WENK WENK WENK!

Action:

ON WALRUSES RACING.

Timing:

OCT 09 2014

Production :

EPISODE #

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1025/198

1025/198

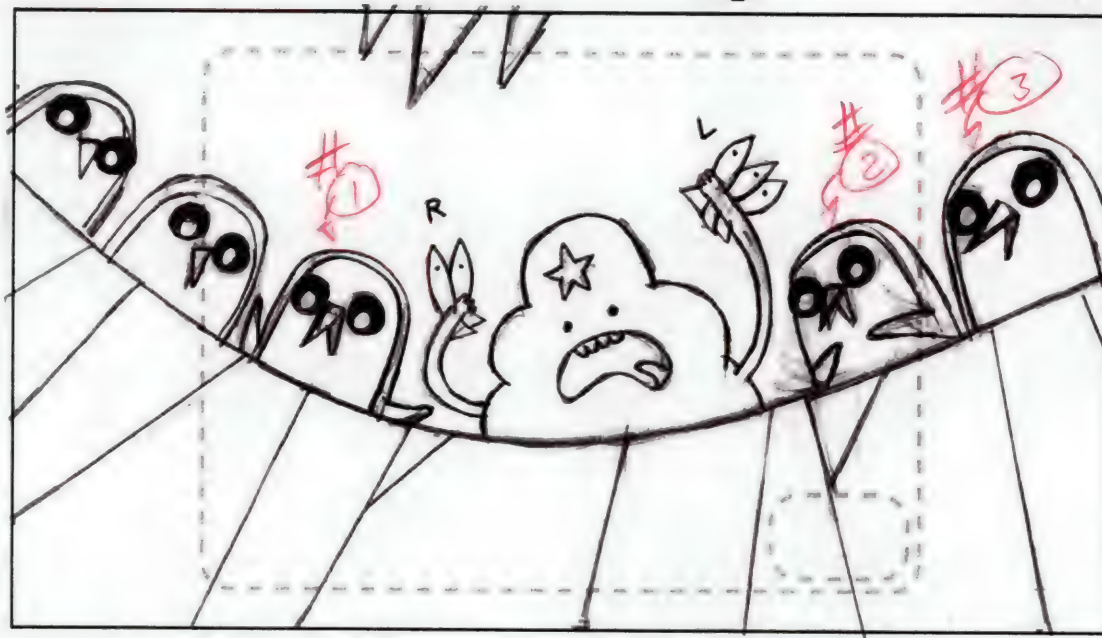
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cut

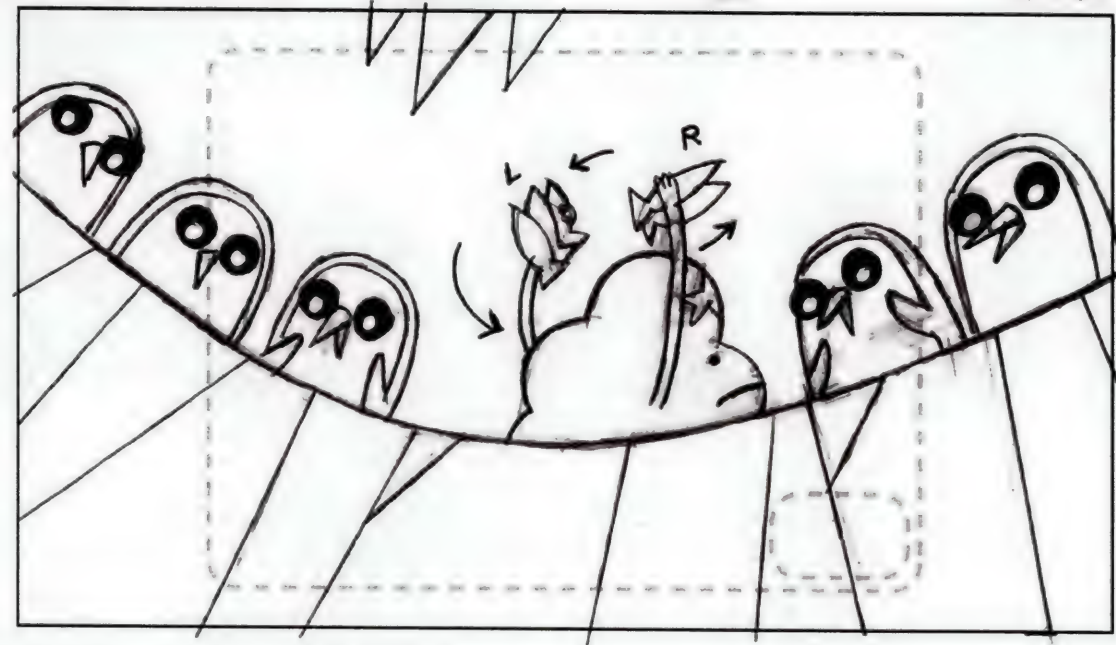
ADVENTURE TIME



Sc. 54 Pnl. A Bg. day night



Sc. 54 *cont* Pnl. B Bg. day night



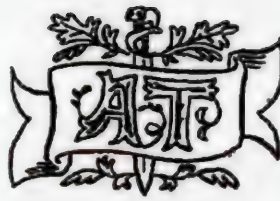
Dialog:	<p><u>LSP</u>: COME ON NUMBER FIVE!</p> <p><u>PENGUINS</u>: WENK WENK WENK!</p>
Action:	<p>- LSP EXCITED BY WALRUS RACE - AD-LIB EXCITED PENGUINS</p>
Timing:	<p>OCT 09 2014</p>

EPISODE # 1025-198

Production :

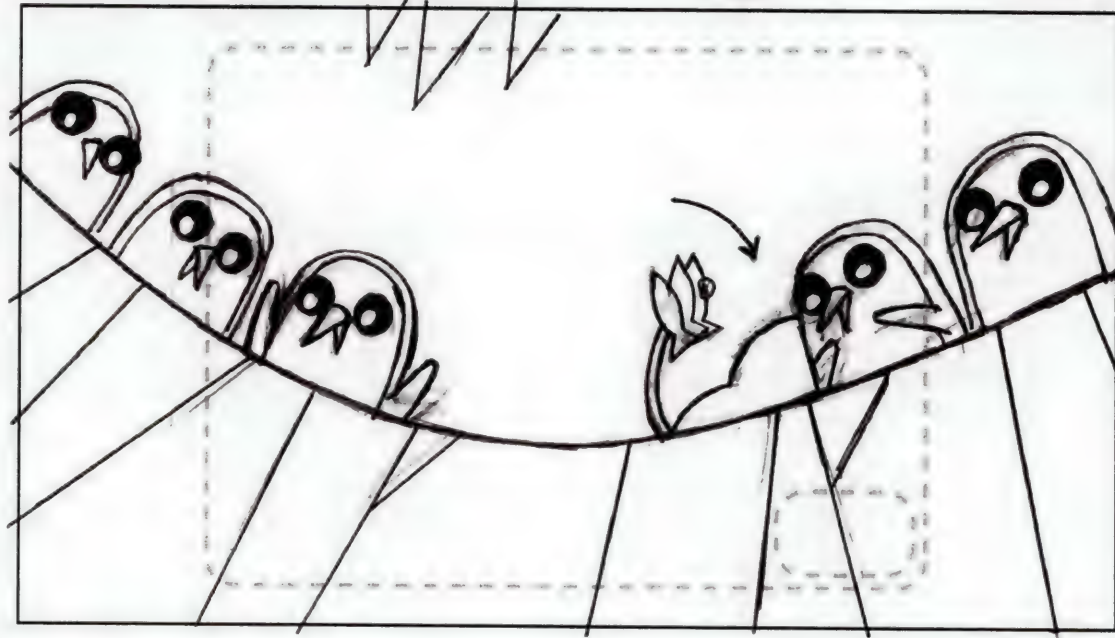
1025/198

ADVENTURE TIME

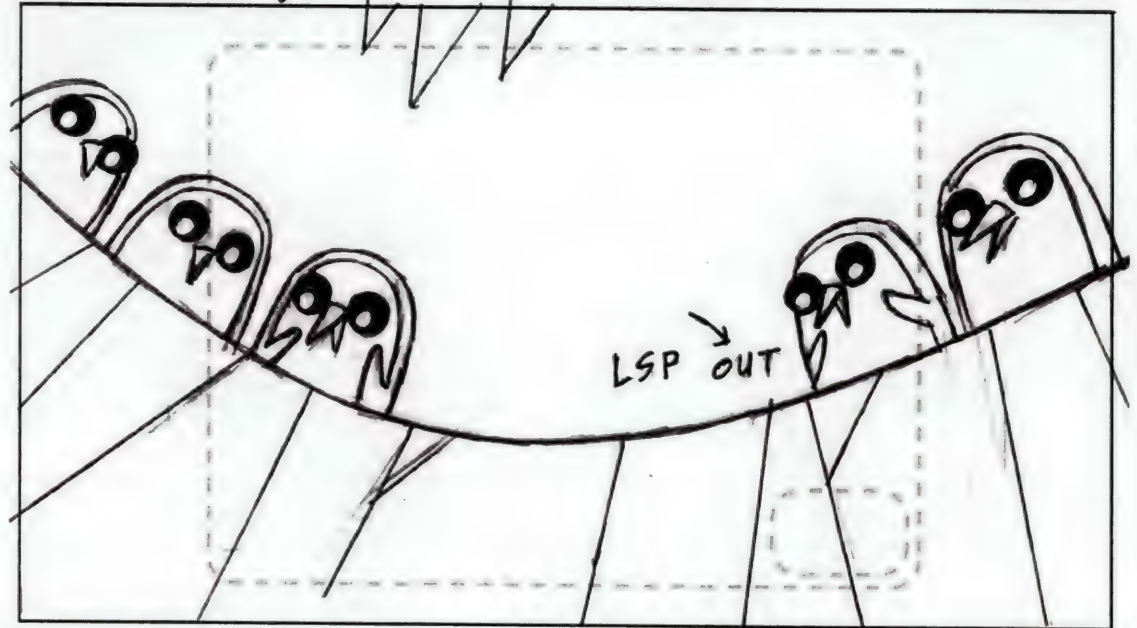


Page **145**

Sc. 54 *cont* Pnl. C Bg. day night



Sc. 54 *cont* Pnl. D Bg. day night



Dialog:

Action:

-LSP FLOATS OUT OF VIEW.

OCT 09 2014

Timing:

Cont

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Production :

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1025/198

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1025/198

Cut

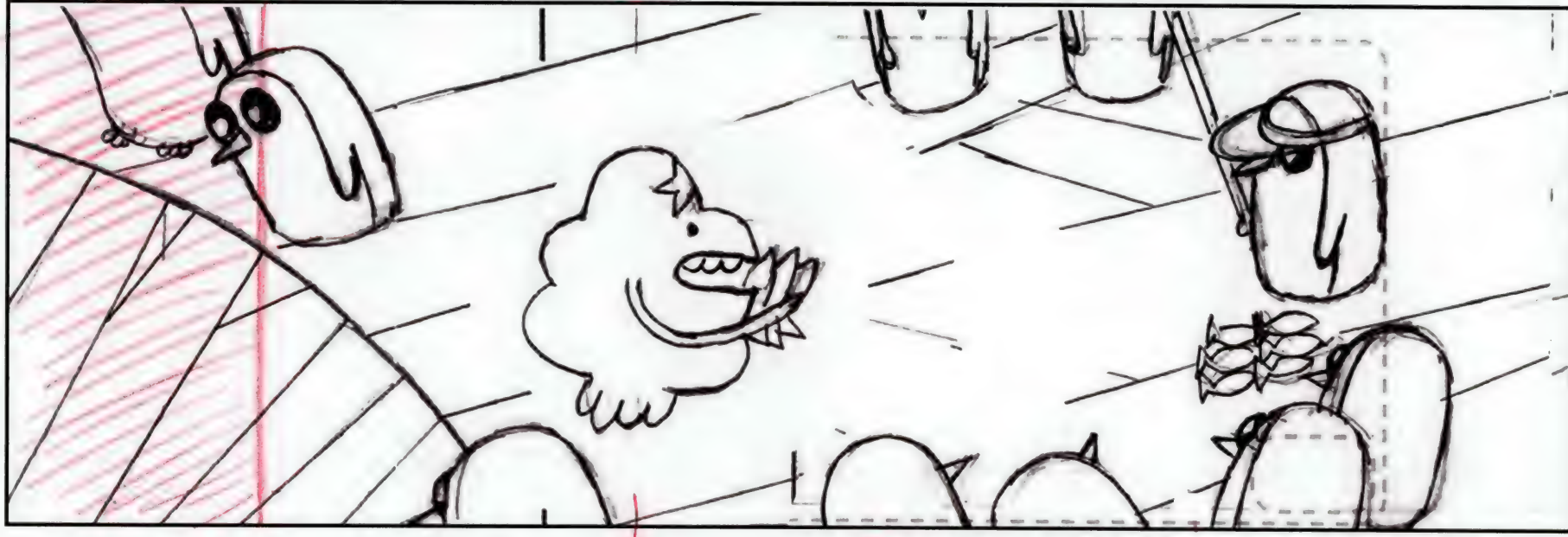
ADVENTURE TIME



Sc. 55

A

day night



Start

Pans
w/ LSP
→

Dialog:

LSP: FIVE ON...

OCT 09 2014

Timing:

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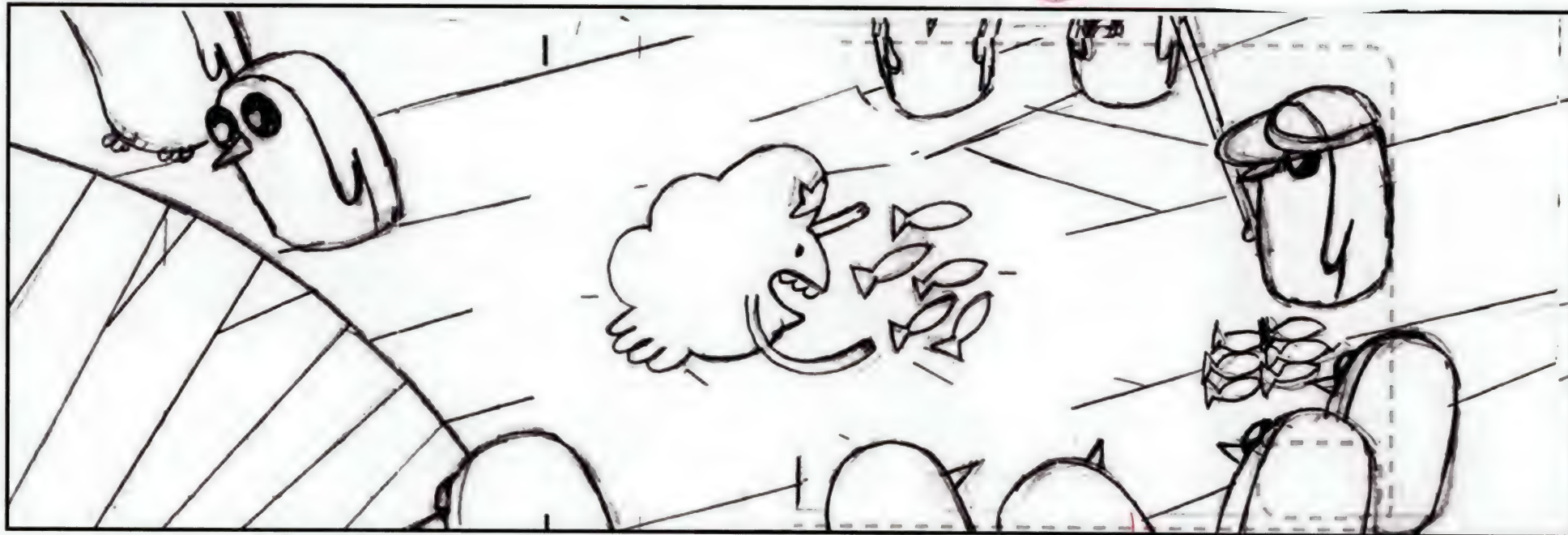
Production :

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Sc. 55 CONT

Page 147

day night



Dialog:

LSP: ... NUMBER
FIVE ...

Pan
w/LSP
→

stop

- LSP THROWS DOWN FISH
- TWIST W/ ACTION.

OCT 09 2014

Timing:

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EPISODE #

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Production :

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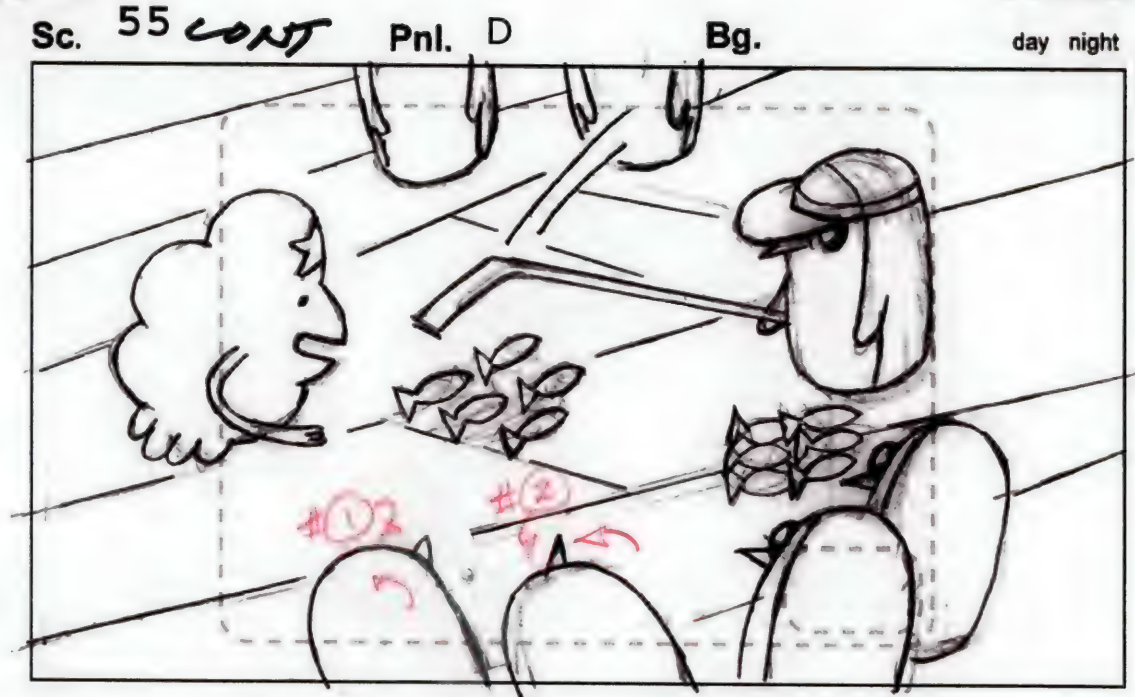
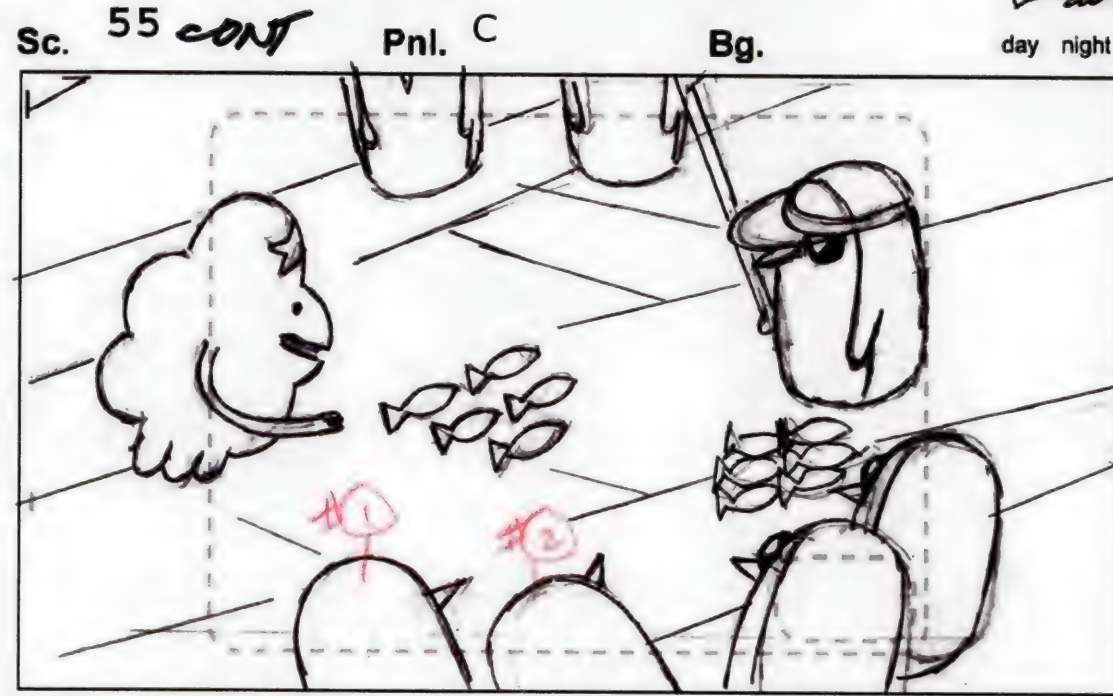
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ADVENTURE TIME



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Dialog:

LSP: ...TO WIN!

LSP: I FEEL LUCKY!

Action:

Timing:

OCT 09 2014

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1025/198

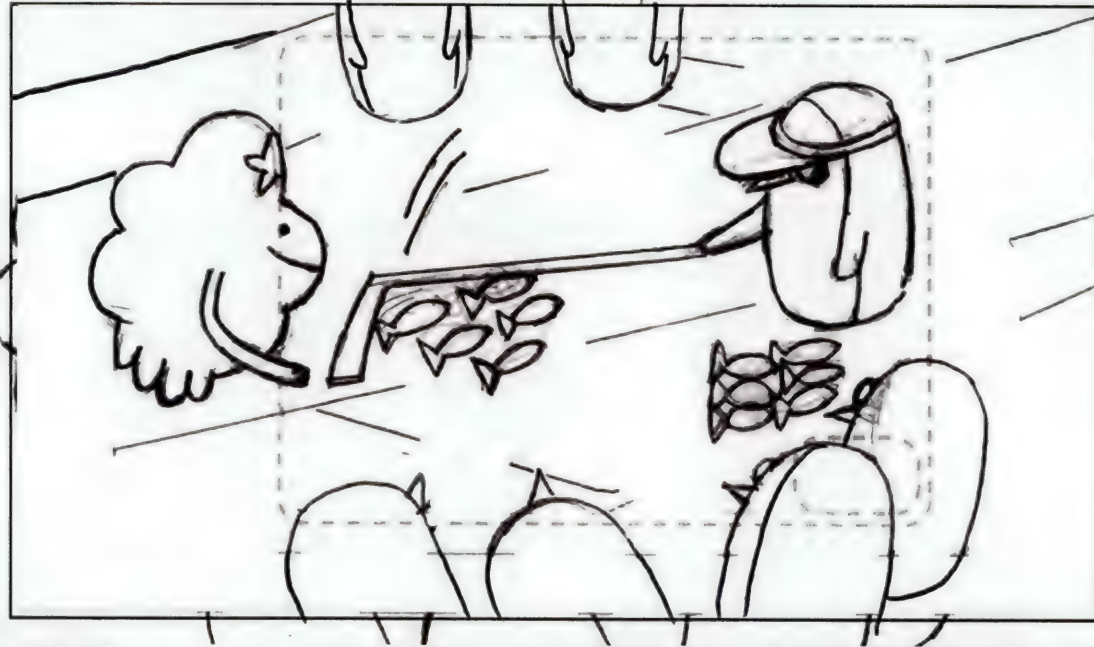
Production :

1025/198

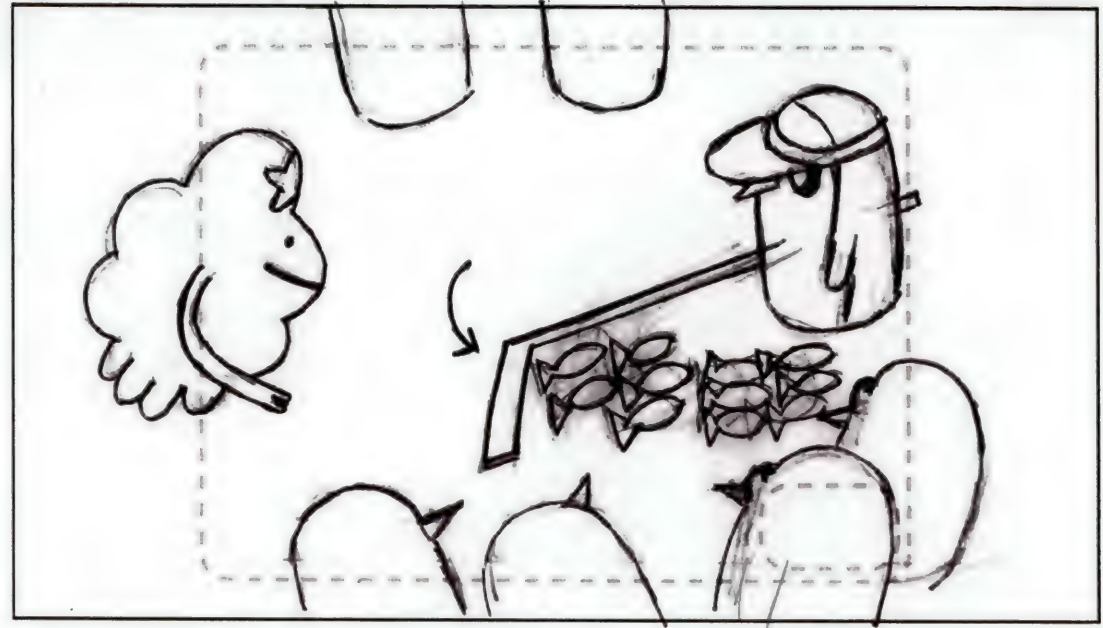
ADVENTURE TIME



Sc. 55 *cont* Pnl. E Bg. day night



Sc. 55 *cont* Pnl. F Bg. day night



Dialog:
Action:
Timing:

OCT 09 2014

EPISODE # 1025-198

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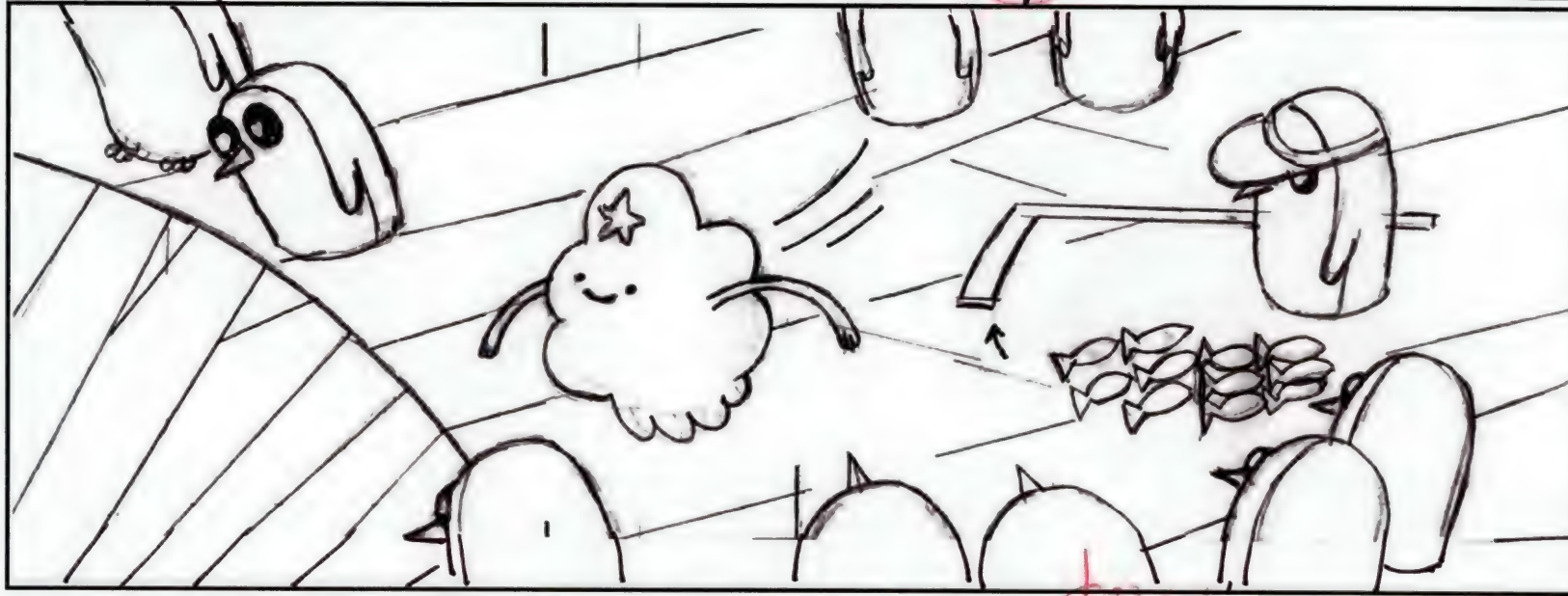
Production :

ADVENTURE TIME



Page 150

Sc. 55 *cont*



Dialog:



PAN W
LSP

Action:

- LSP FLOATS BACK
OVER TO PIT.

OCT 09 2014

Timing:

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Production :

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1025/198

ADVENTURE TIME

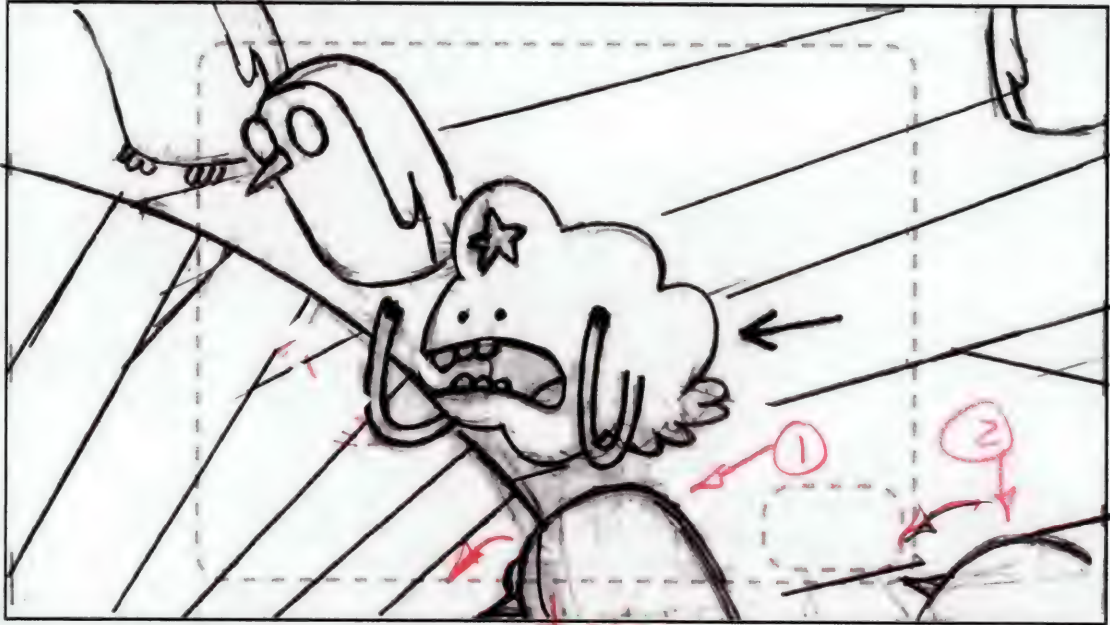


Sc. 55 *CONT*

Pnl. H

Bg.

day night

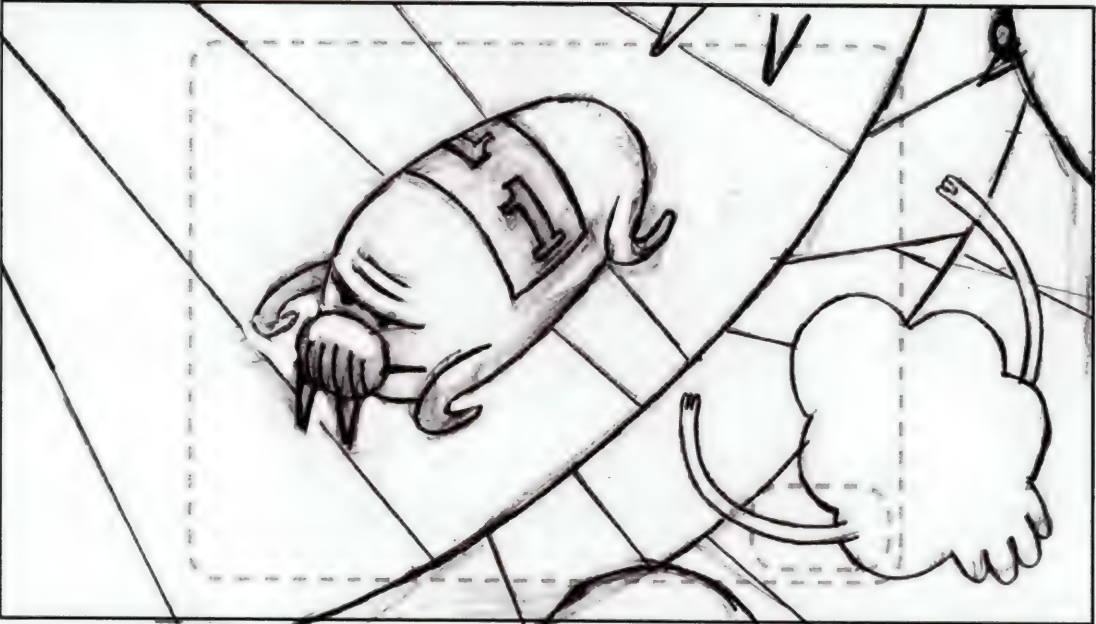


Sc. 56

Pnl. A

Bg.

day night

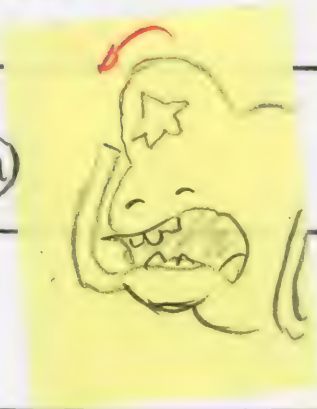


Dialog:

LSP: COME ON,
NUMBER FIVE!

Action:

(HL)



Timing:

OCT 09 2014

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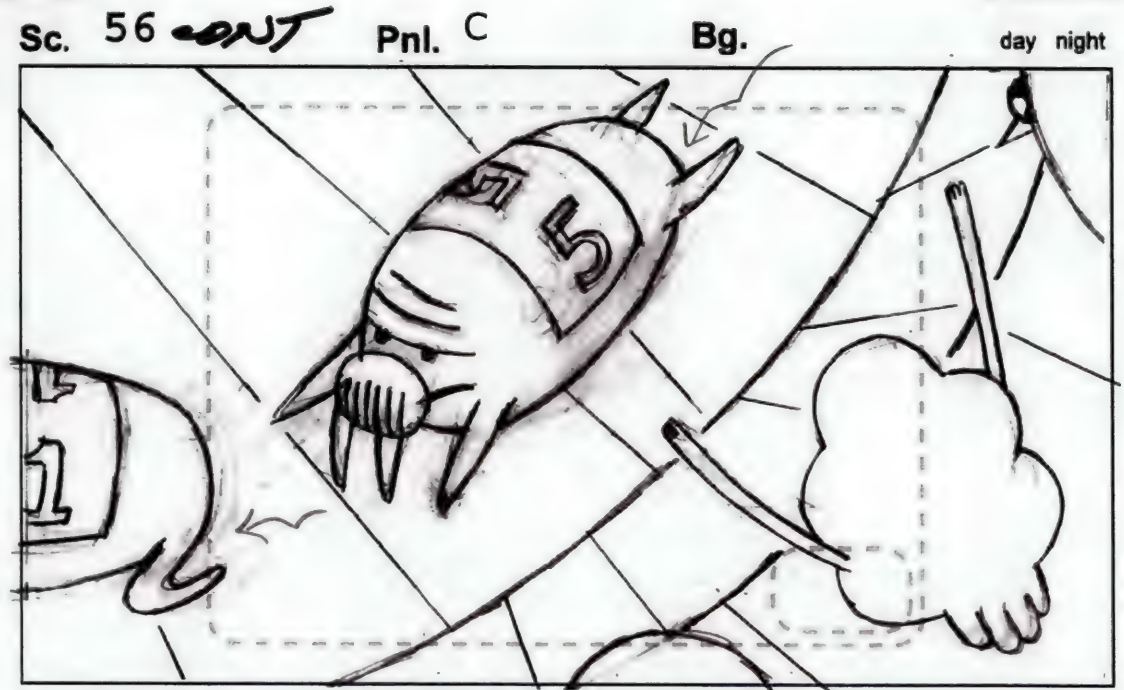
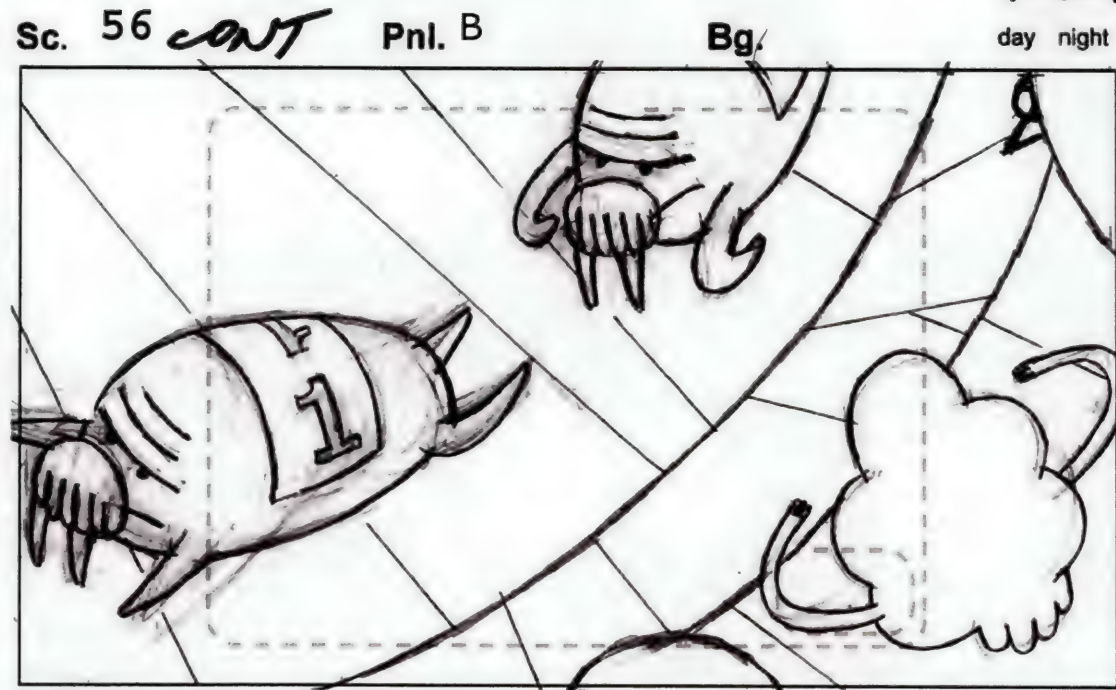
Production :

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ADVENTURE TIME



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Dialog:

Action:

- HS IS NOW TRAILING.

OCT 09 2014

Timing:

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Production :

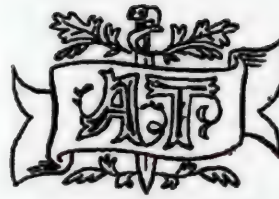
1025/198

1025/198

Handwritten initials: HW, Cat

HU
Cont

ADVENTURE TIME



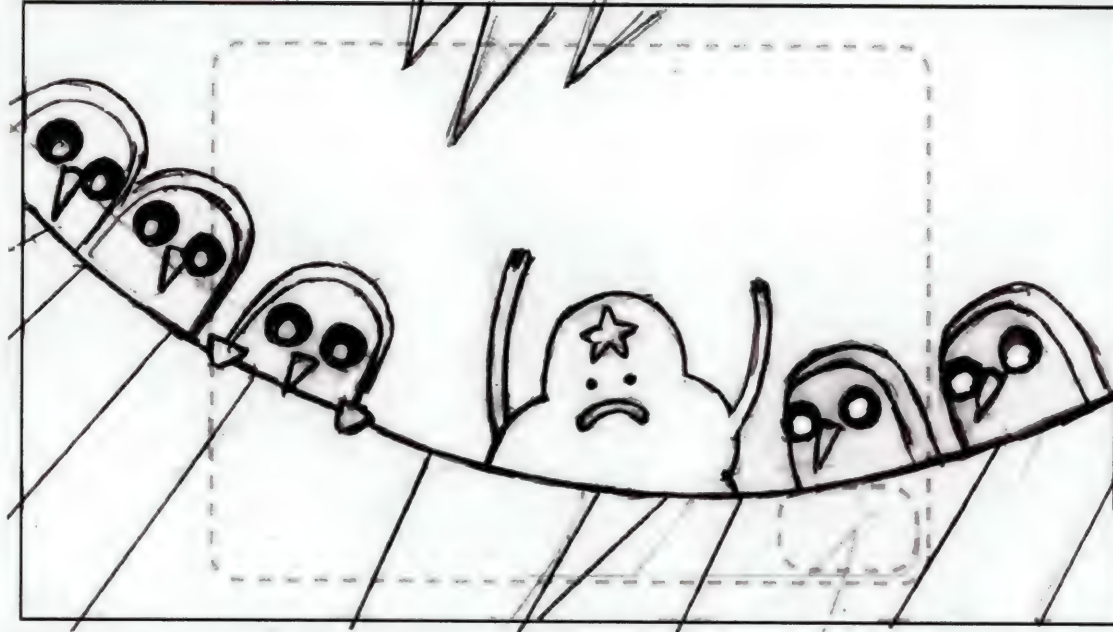
Page 153

Sc. 57

Pnl. A

Bg.

day night

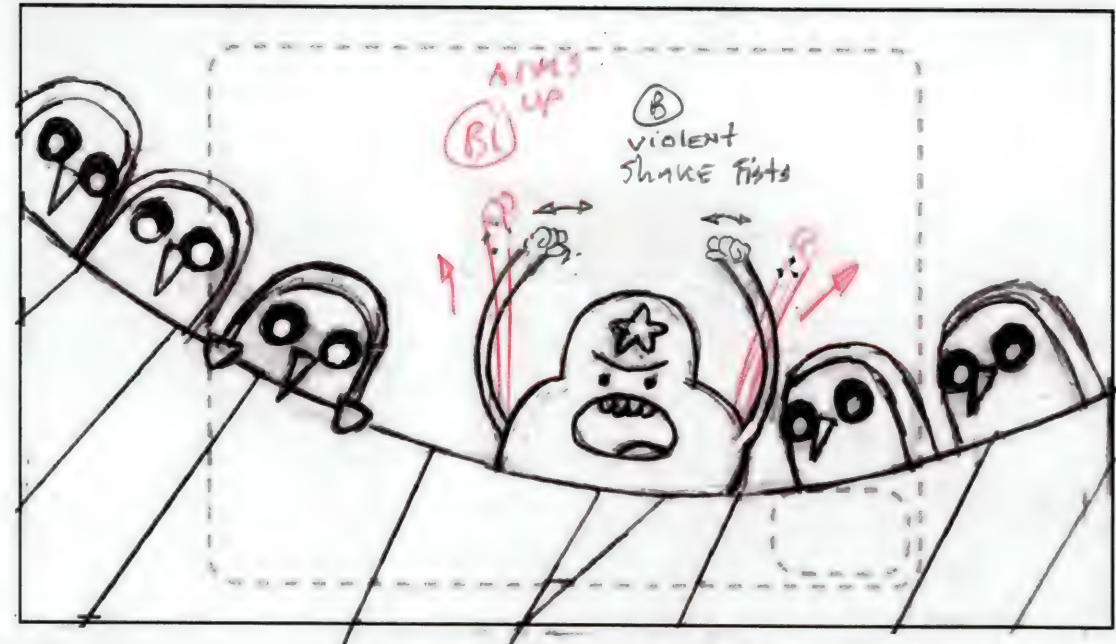


Sc. 57 *cont*

Pnl. B

Bg.

day night



Dialog:

LSP: WHU —

LSP: I'VE GOT A LOT OF
MONEY RIDING
ON YOU TO WIN,
YOU JERK!

Action:

LSP LEANS IN A BIT, TOWARDS WALRUSES

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Timing:

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1025/198

Production :

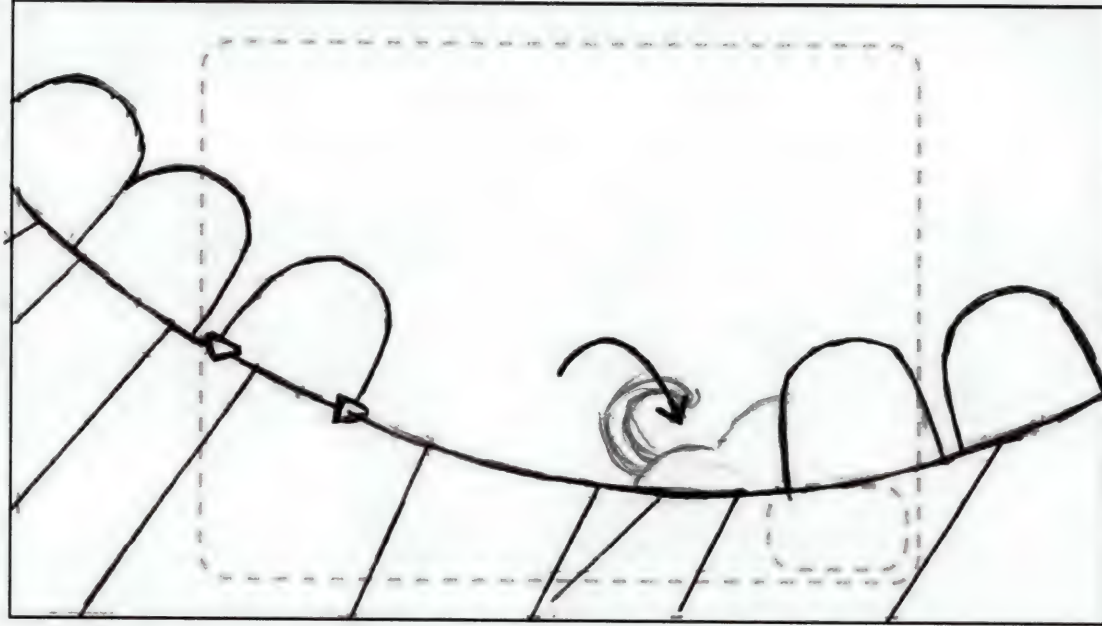
1025/198

ADVENTURE TIME

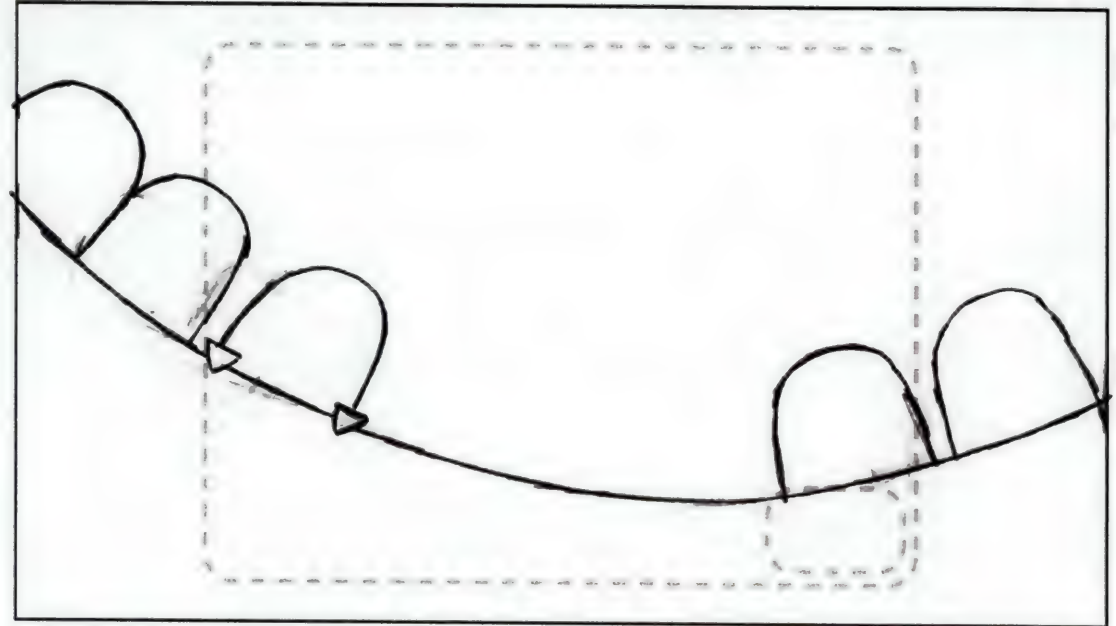


Page **154**

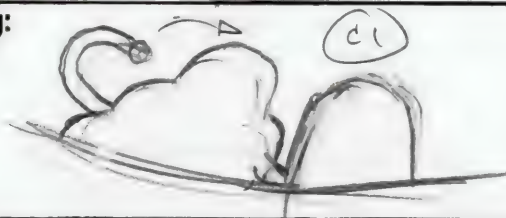
Sc. **57 cont** Pnl. **C** Bg. day night



Sc. **57 cont** Pnl. **D** Bg. day night



Dialog:



Action:

LSP EXITS

OCT 09 2014

Timing:

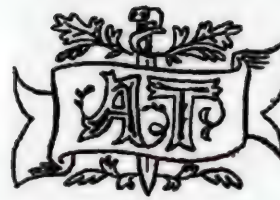
EPISODE # **1025-198**

1025/198

Production :

1025/198

ADVENTURE TIME



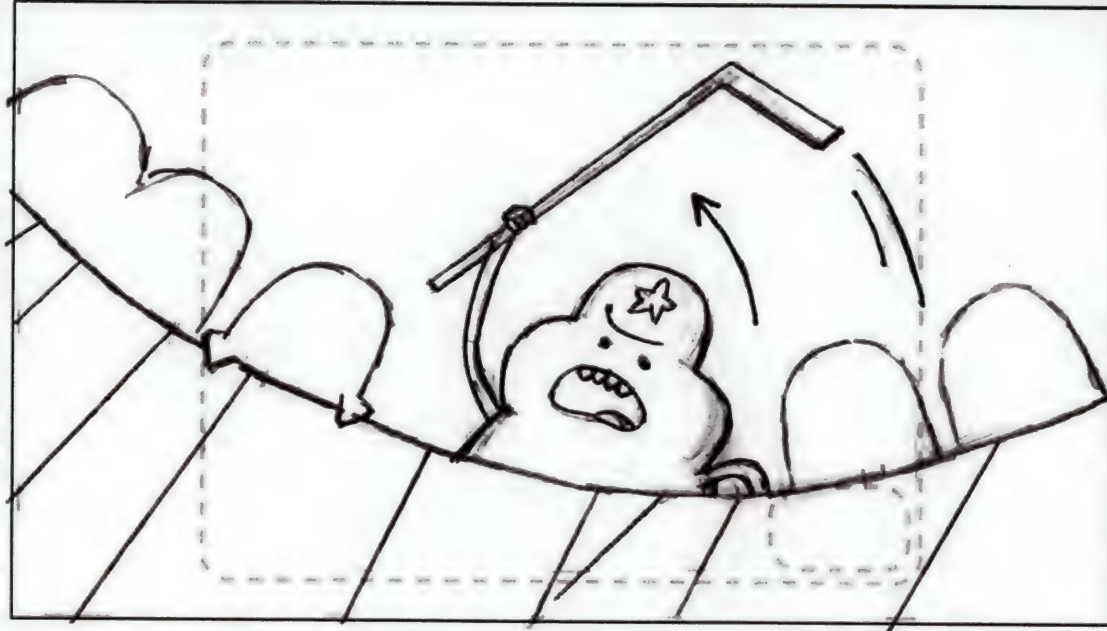
Page 155

Sc. 57 *CONT*

Pnl. E

Bg.

day night

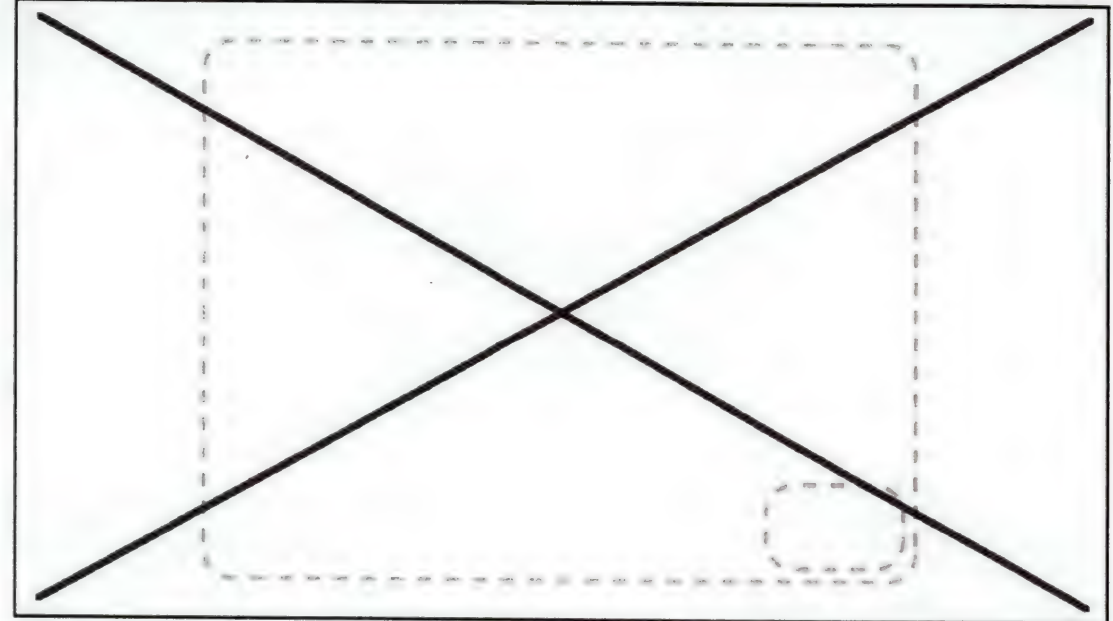


Sc.

Pnl.

Bg.

day night



Dialog:

LSP: COME ON

Action:

LSP RETURNS, WITH THE
CROUPIER'S HOCKEY STICK.

Timing:

OCT 09 2014

Production :

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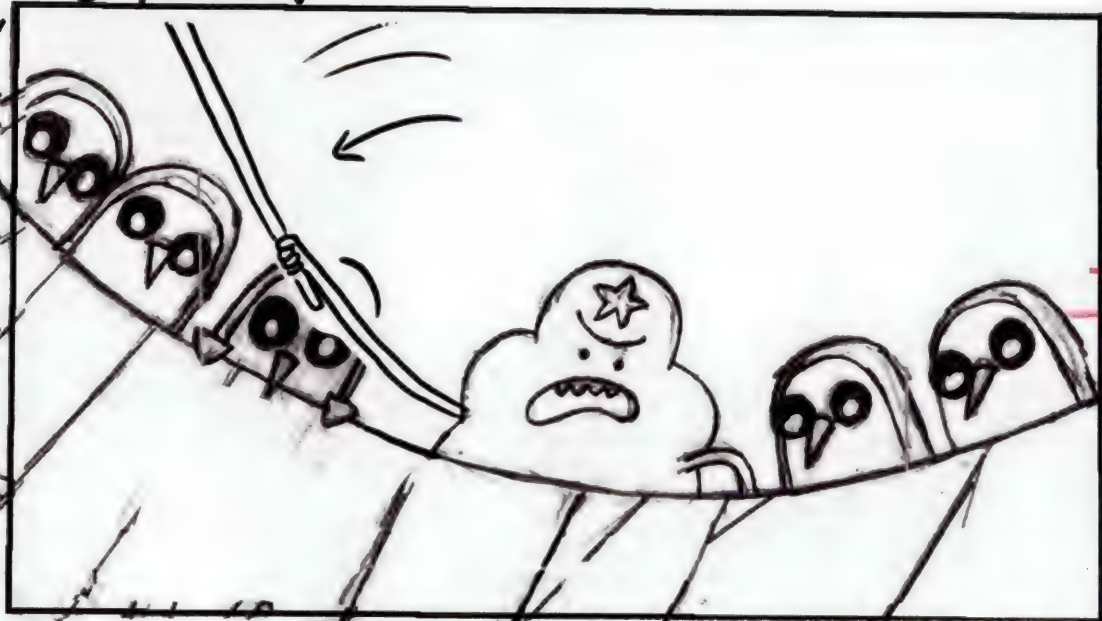
1025/198

1025/198

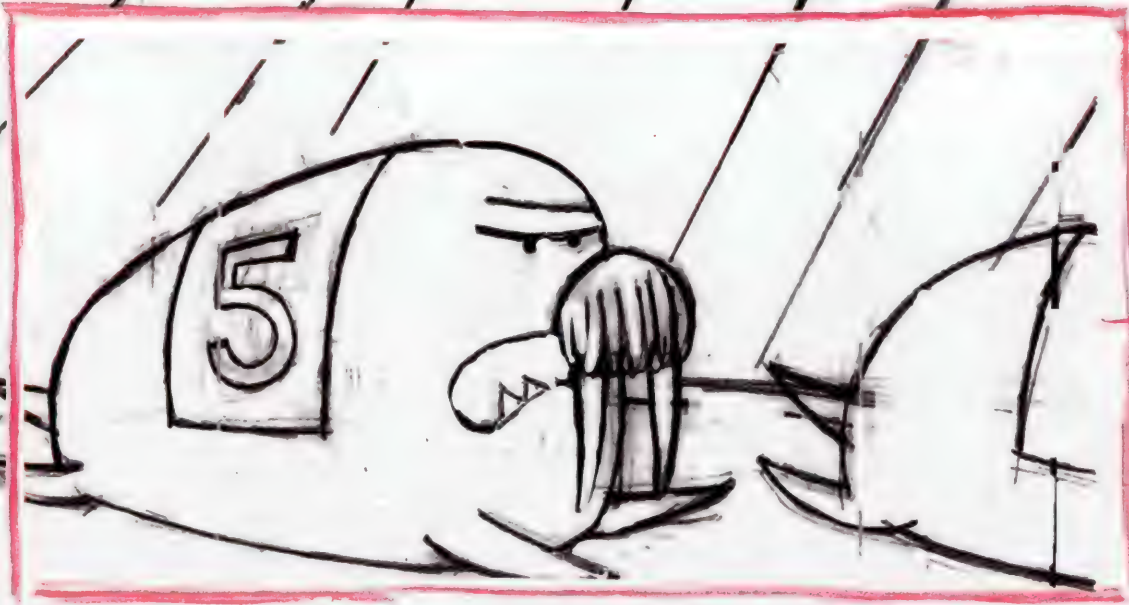
1025/198

57 cont

Diag
pan



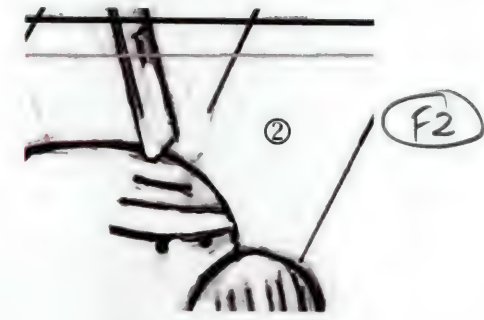
A START
(F)



A STOP
(F1)

Bg.

Page 156
day night



Dialog:

LSP: YOU SLUG!

LSP SWINGS HOCKEY STICK
PAN W/ACTION

OCT 09 2014

Production :

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1025/198

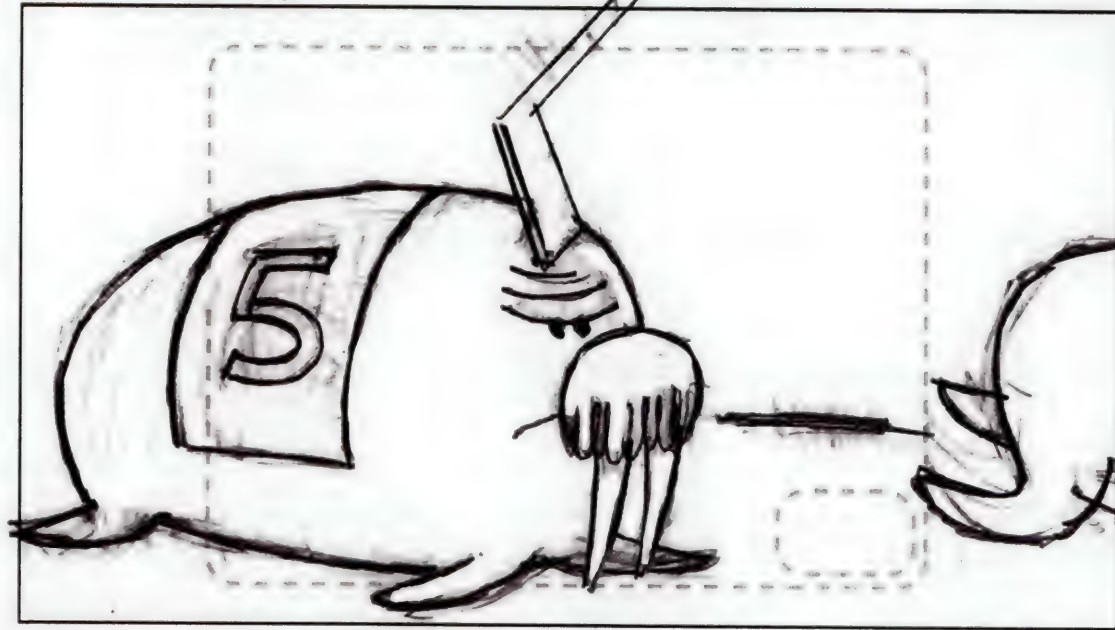
1025/198

ADVENTURE TIME

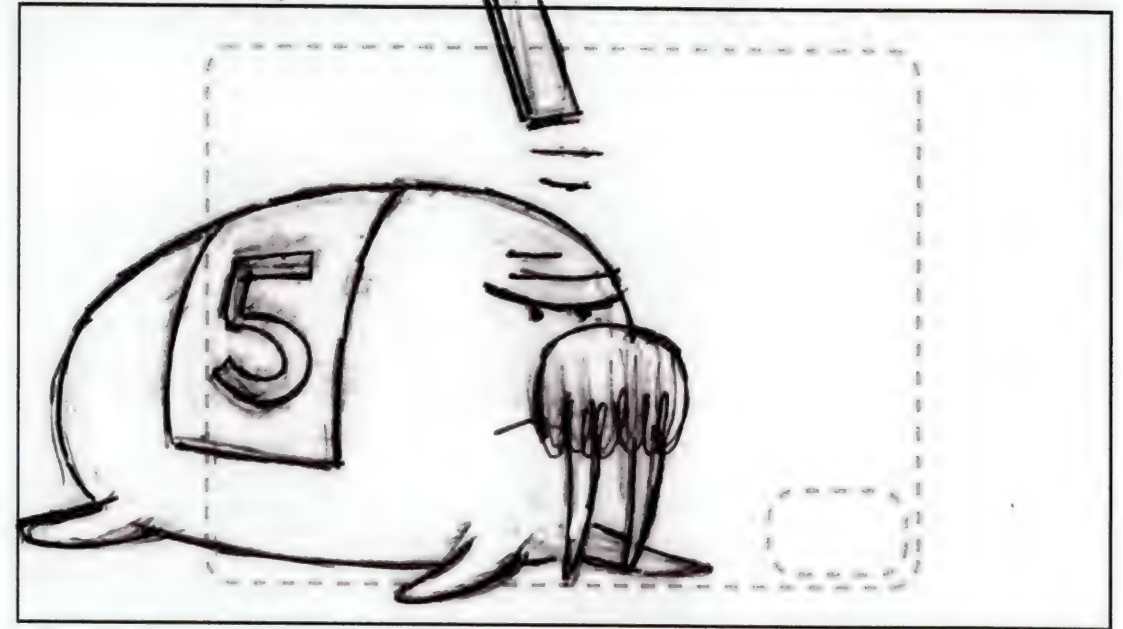


Page 157

Sc. 57 *cont* Pnl. G Bg. day night



Sc. 57 *cont* Pnl. H Bg. day night



Dialog:

Action:

- HOCKEY STICK HITS #5
- #5 WALRUS STOPS RUNNING.

OCT 09 2014

Timing:

EPISODE # 1025-198

Production :

1025/198

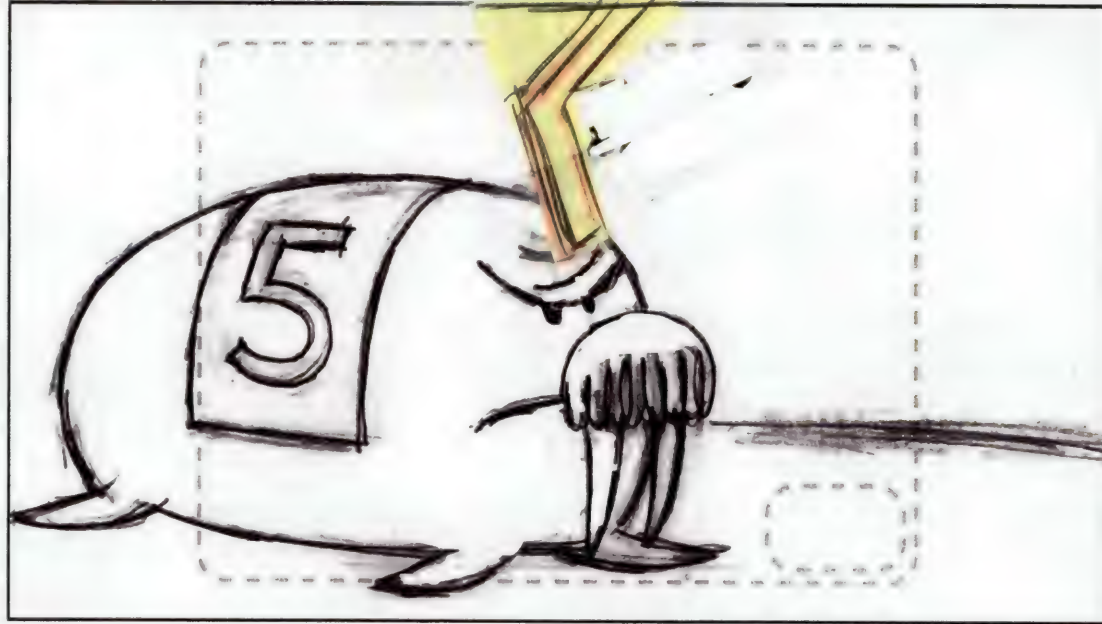
1025/198

ADVENTURE TIME

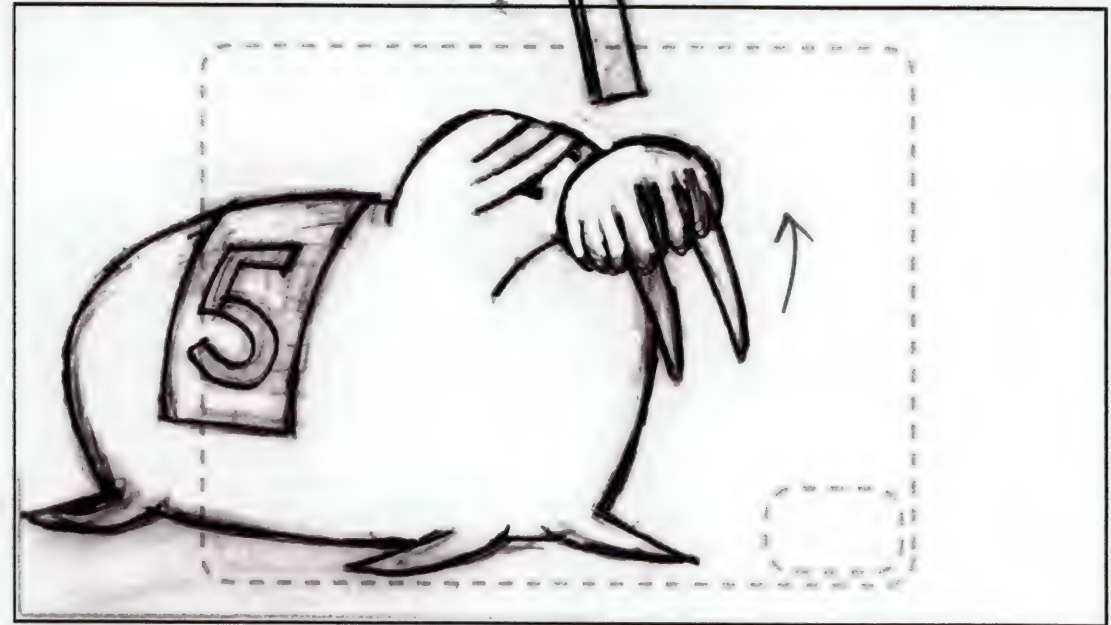


Page **158**

Sc. 57 *CONT* Pnl. I Bg. day night



Sc. 57 *CONT* Pnl. J Bg. day night



Dialog:

LSP:
O.S. **UGLY...**

Action:

- LSP HITS #5 A FEW MORE TIMES

- #5 WALRUS LOOKS UP

OCT 09 2014

Timing:

1025-198

EPISODE #

1025/198

Production :

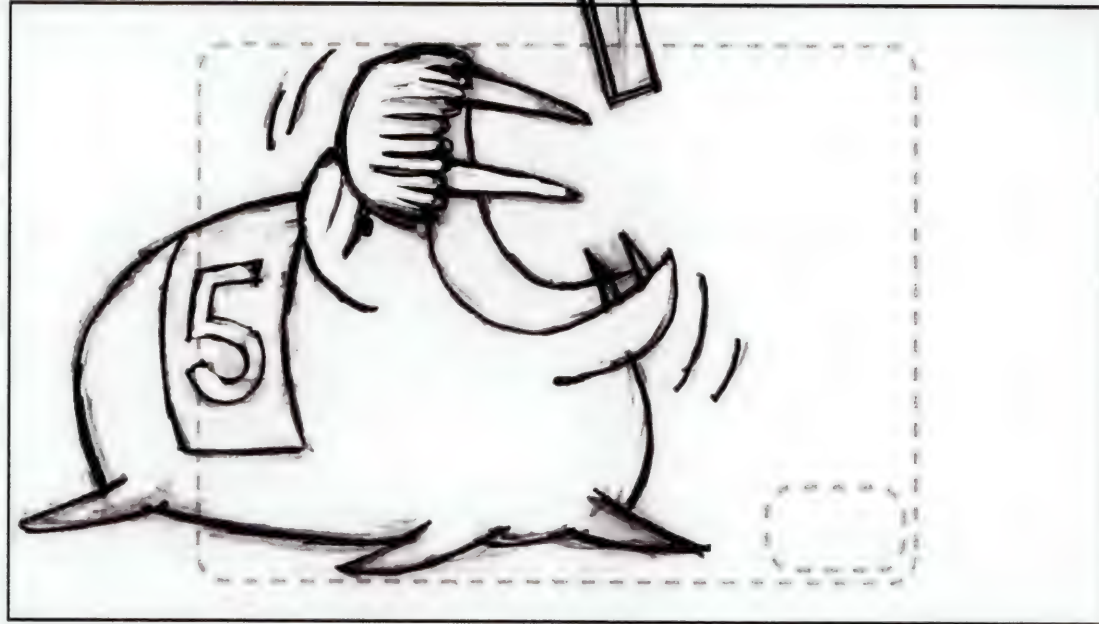
1025/198

ADVENTURE TIME

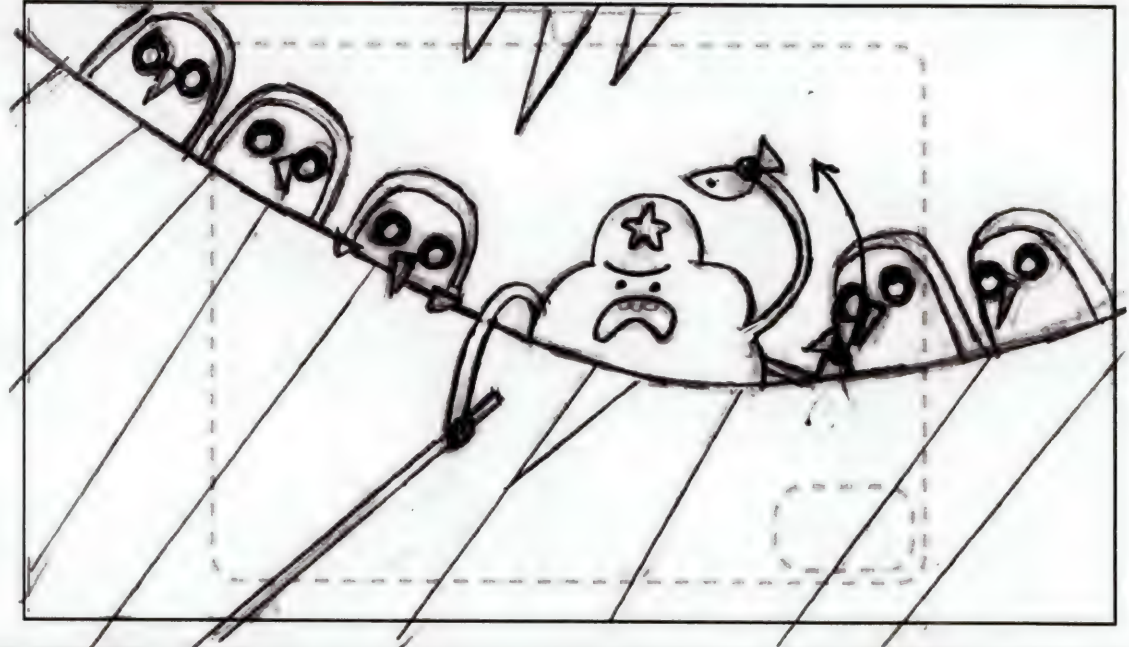


Page 159

Sc. 57 *cont* Pnl. K Bg. day night



Sc. 58 Pnl. A Bg. day night



Dialog:

LSP: ... DUMB ...
O.S.

LSP: ... WALRUS!

Action:

- WALRUS OPENS JAWS WIDE

Timing:

SLA (A) }
LSP (L) Arm Up w/ Fish
CALL (A)

OCT 09 2011

EPISODE # 1025-191

Production :

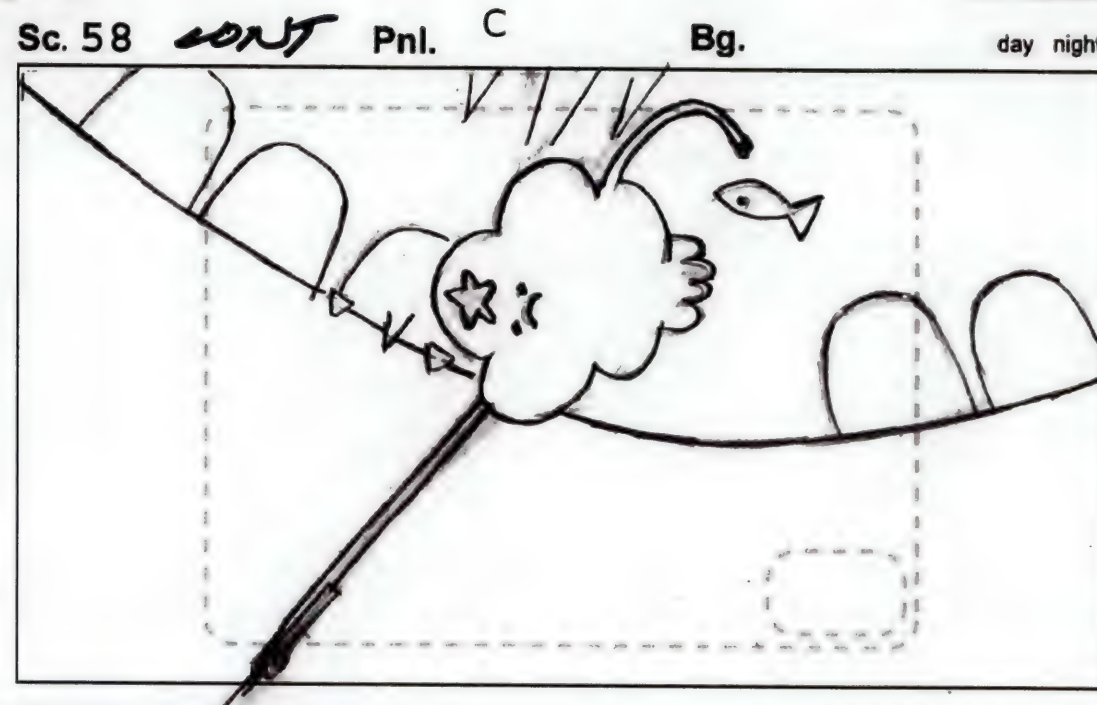
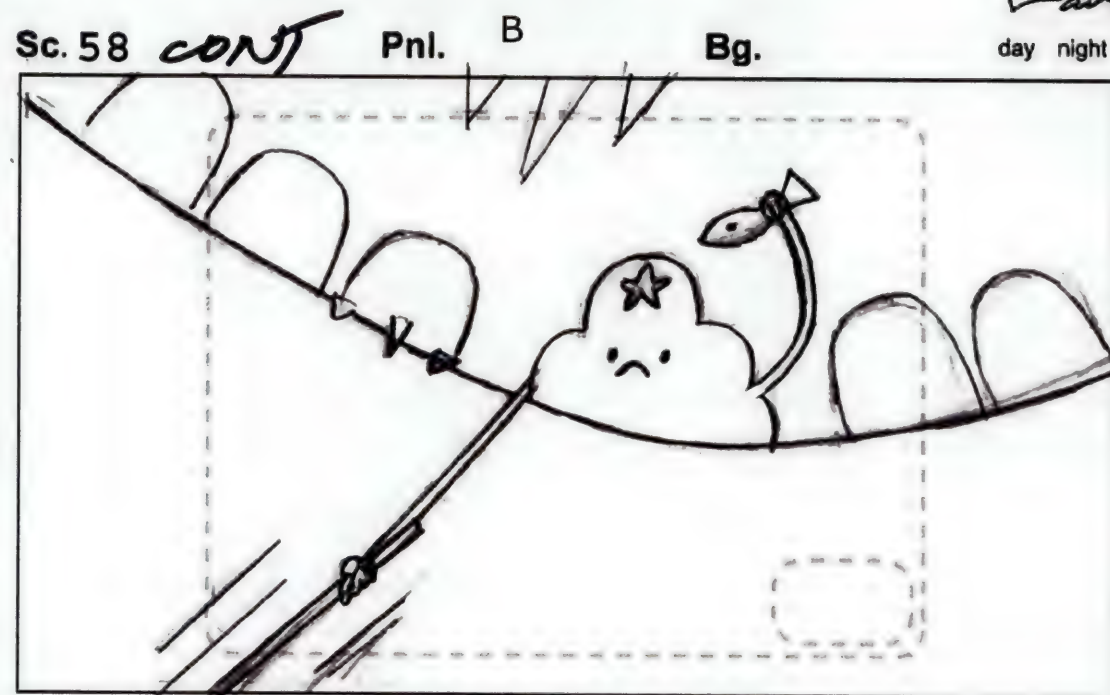
1025/198

1025/198

ADVENTURE TIME



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Dialog:

SFX: (o/s) *CHOMP*

Action:

-HOCKEY STICK SHAKES

- #5 YANKS LSP INTO PIT

OCT 09 2014

Timing:

EPISODE # 1025-198

1025/198

Production :

1025/198

ADVENTURE TIME



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Sc. 58 *cont* Pnl. D Bg. day night



Sc. 58 *cont* Pnl. E Bg. day night



Dialog:

Action:

Timing:

OCT 09 2014

EPISODE # 1025-198

Production :

1025/198

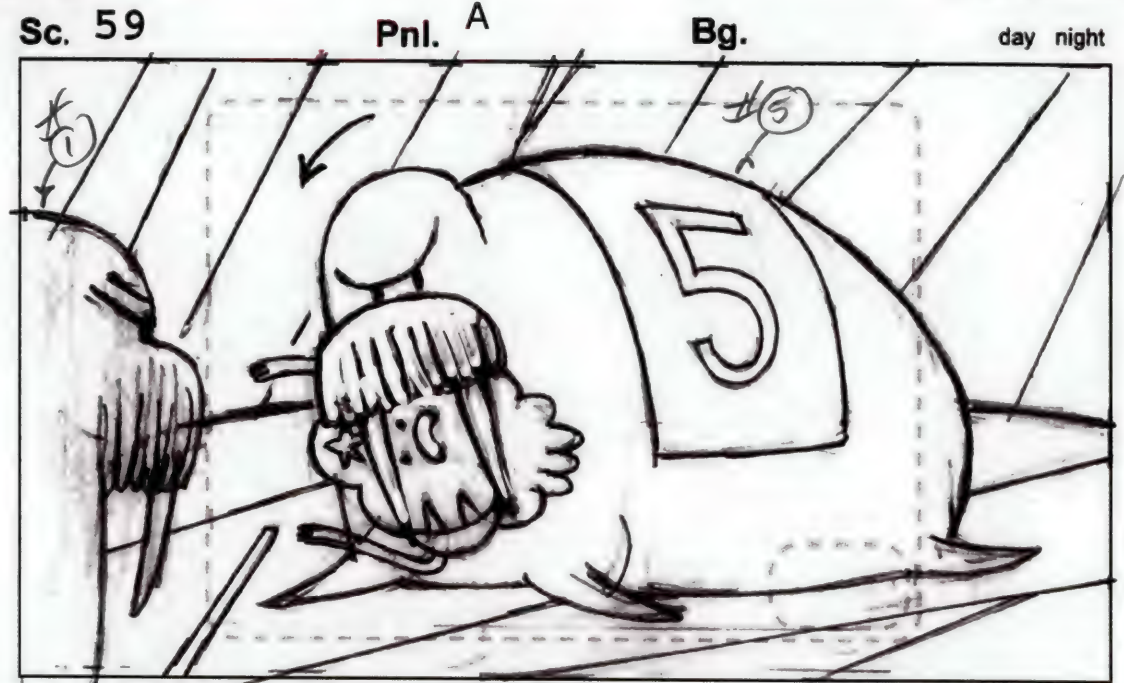
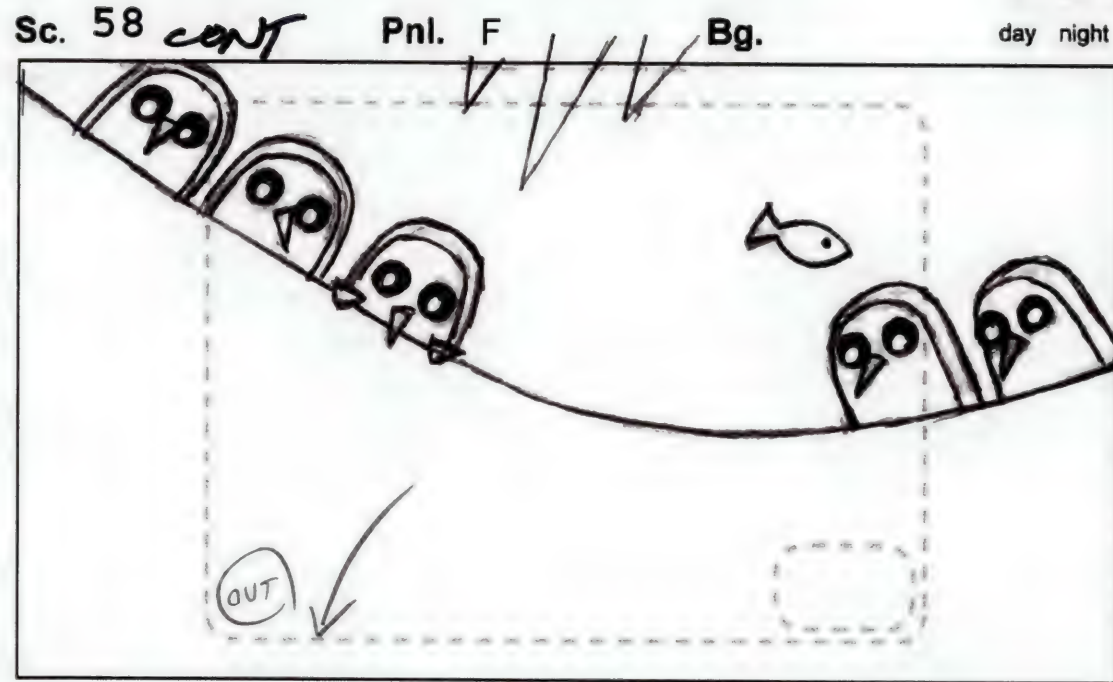
1025/198

1025/198

ADVENTURE TIME



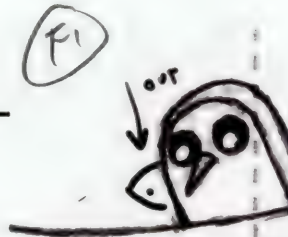
Page 162



Dialog:

LSP: [SHREIK!]
(09)

Action:



LSP: WHAT DID I

- WALRUS CHEWS ON LSP.

Timing:

OCT 09 2014

EPISODE # 1025-198

Production :

1025/198

ADVENTURE TIME

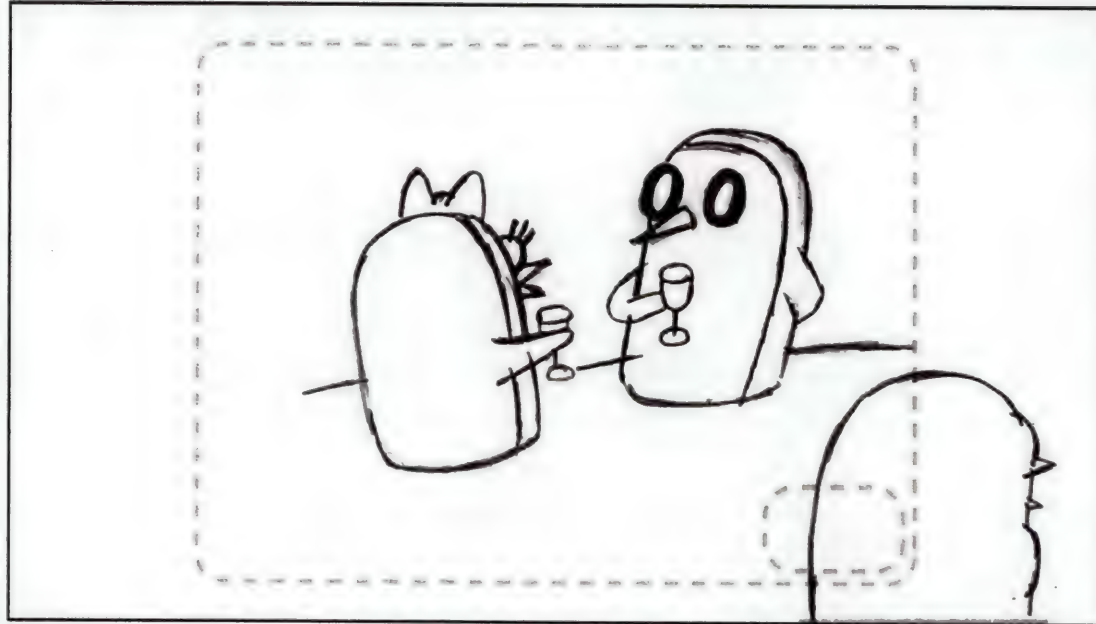


Page 165

Sc. 60 *cont* Pnl. B

Bg.

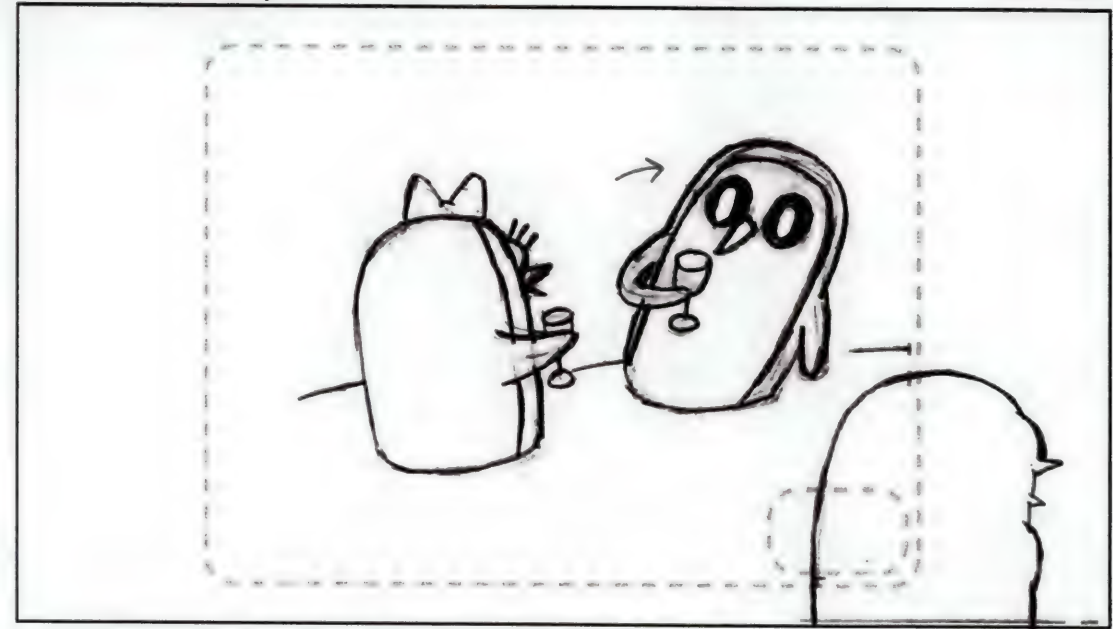
day night



Sc. 60 *cont* Pnl. C

Bg.

day night



Dialog:

LSP (OS): I'M YOUR GUEST
OF HONOR!

Action:

GUNTER REACTS TO LSP
SHOUTING "GUNTER!"

OCT 09 2014

Timing:

1025-198

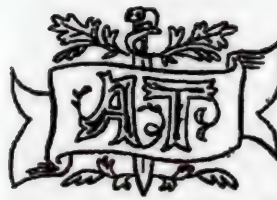
EPISODE #

1025/198

Production :

1025/198

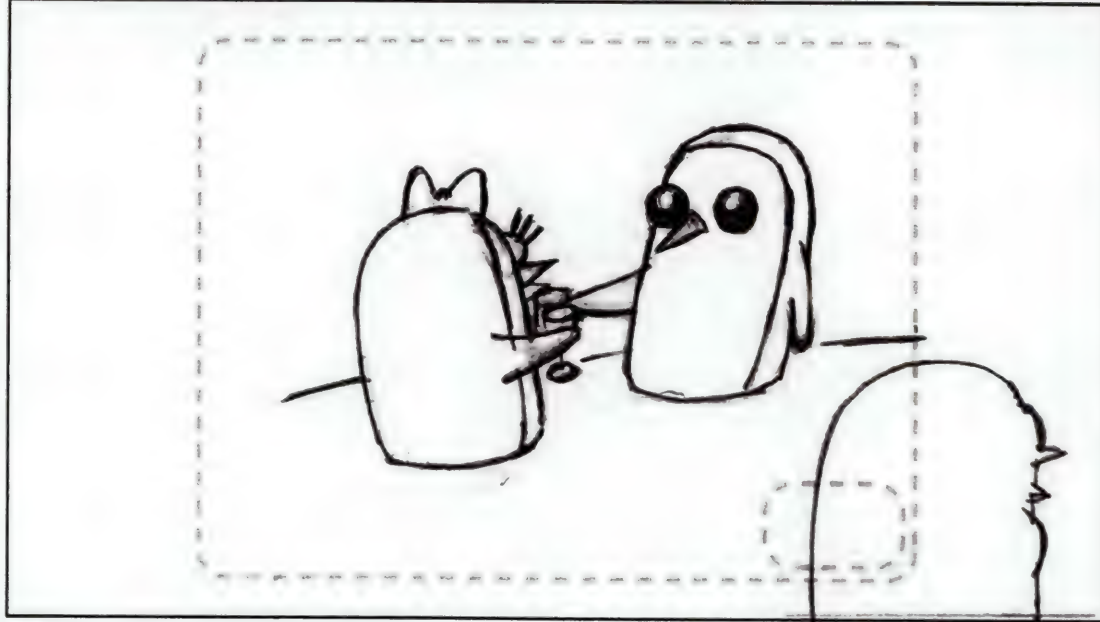
ADVENTURE TIME



Sc. 60 *CONT* Pnl. D

Bg.

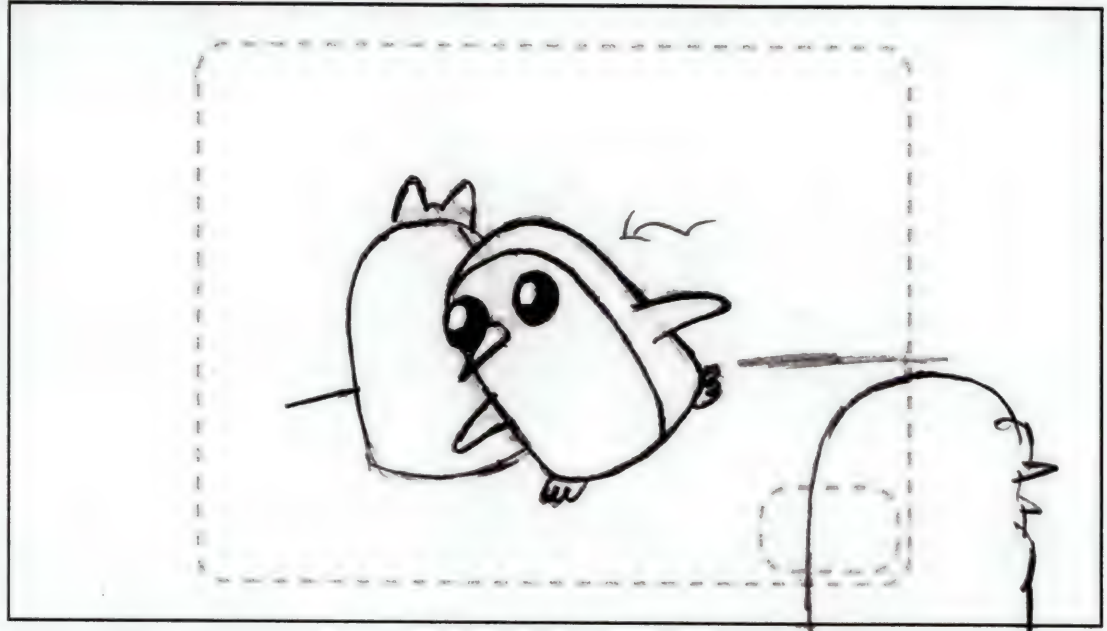
day night



Sc. 60 *CONT* Pnl. E

Bg.

day night



Dialog:

LSP: GUNTER HELP!!

Action:

GUNTER HANDS HIS GLASS
TO GUNTALINA.

OCT 09 2014

Timing:

1025-198

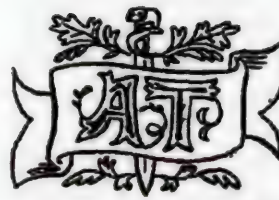
EPISODE #

1025/198

Production :

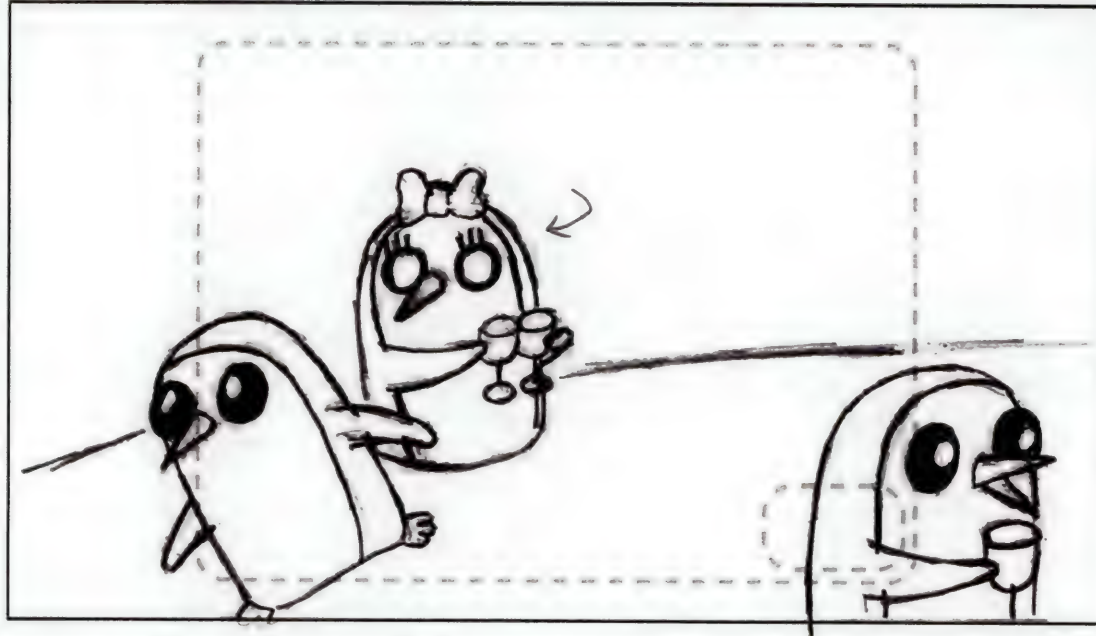
1025/198

ADVENTURE TIME

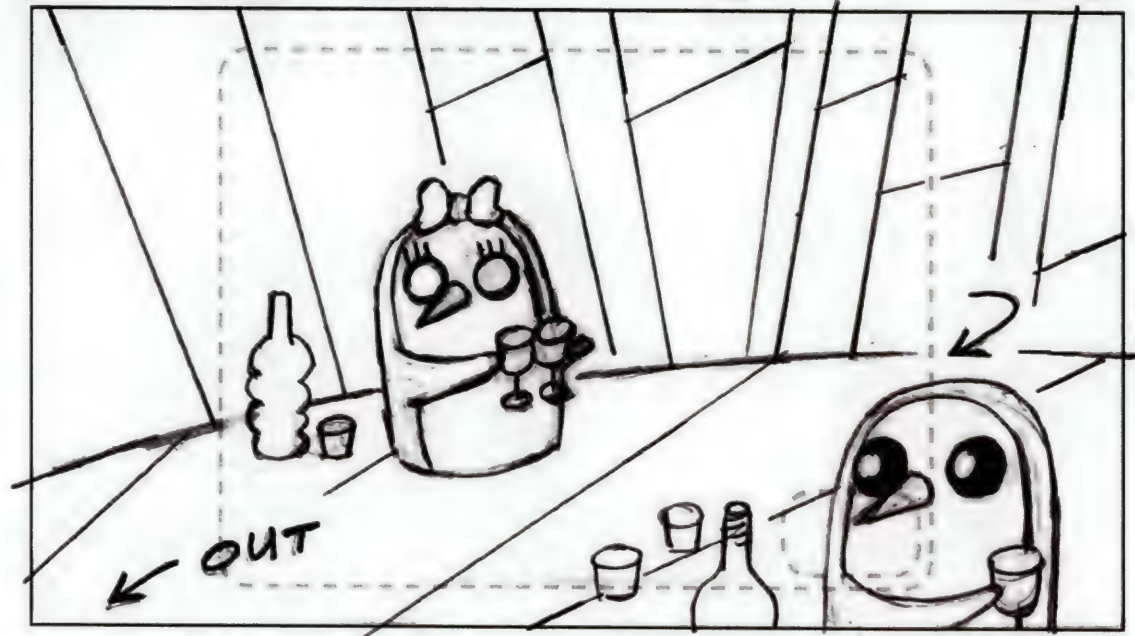


Page 167

Sc. 60 *cont* Pnl. F Bg. day night



Sc. 60 *cont* Pnl. G Bg. day night



Dialog:

Action:

- GUNTHALINA TRACKS GUNTER

- GUNTER RUNS OFF/S.

OCT 09 2014

Timing:

1025-198

EPISODE #

1025/198

Production :

1025/198

ADVENTURE TIME



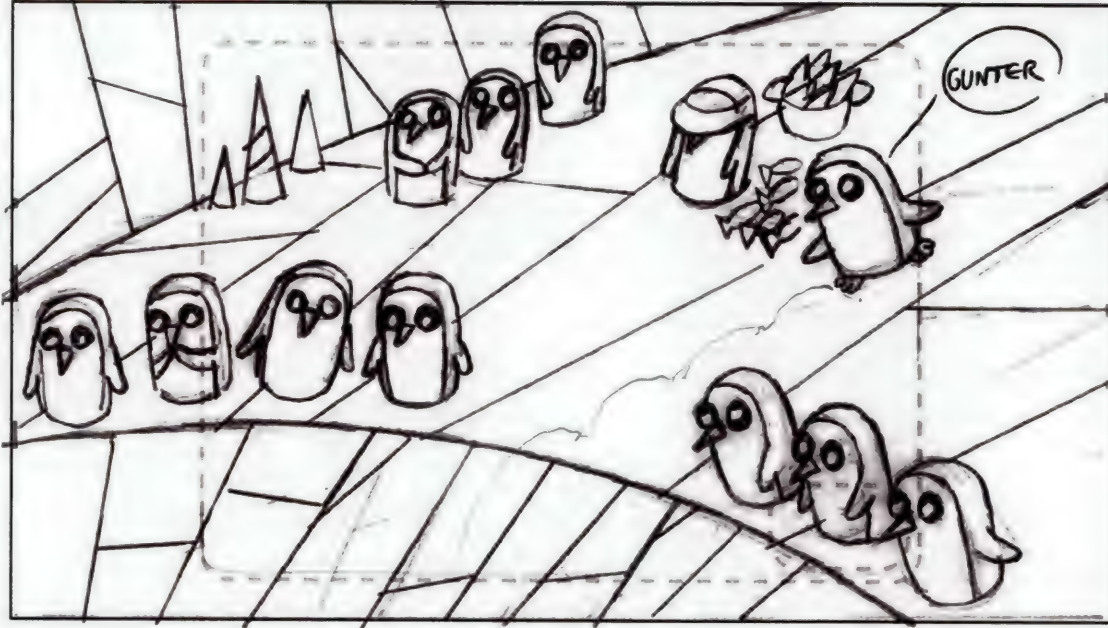
Page 168

Sc. 61

Pnl. A

Bg.

day night



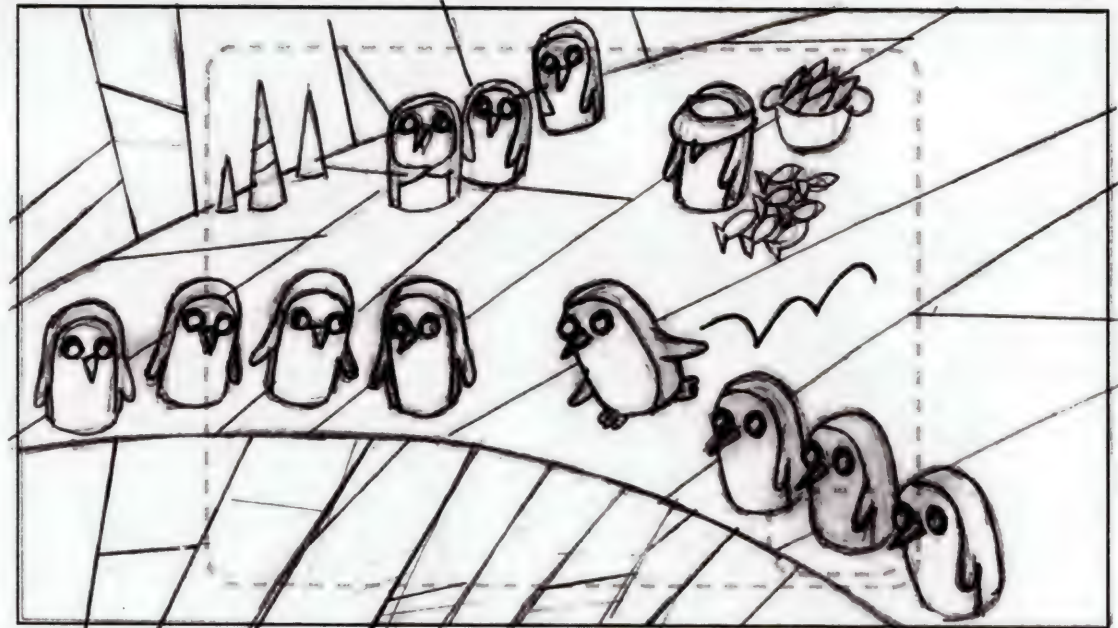
Sc. 61

CONT

Pnl. B

Bg.

day night



Dialog:

Action:

GUNTER RUNS TO WALRUS PIT.

Timing:

OCT 09 2014

Production :

EPISODE #

1025-198

1025/198

1025/198

ADVENTURE TIME



NO SC 62

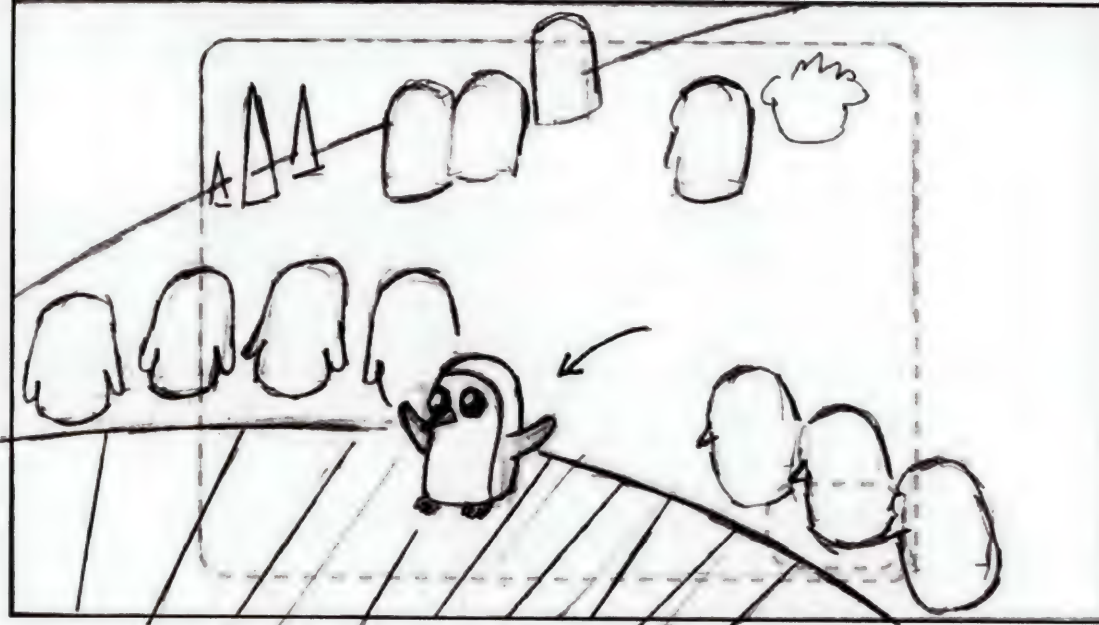
Page 169

NO PG-170
day night

Sc. 61 *CONT* Pnl. C

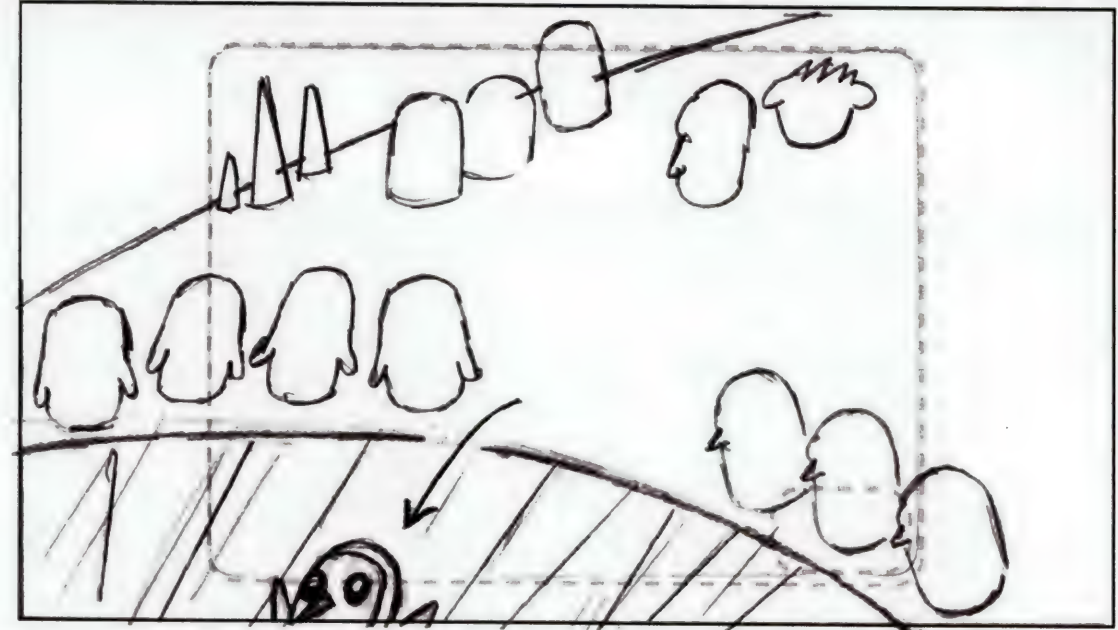
Bg.

day night



Sc. 61 *CONT* Pnl. D

Bg.



Dialog:

Action:

- GUNTER JUMPS INTO WALRUS PIT.

OCT 09 2014

Timing:

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EPISODE #

Production :

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1025/198

ADVENTURE TIME



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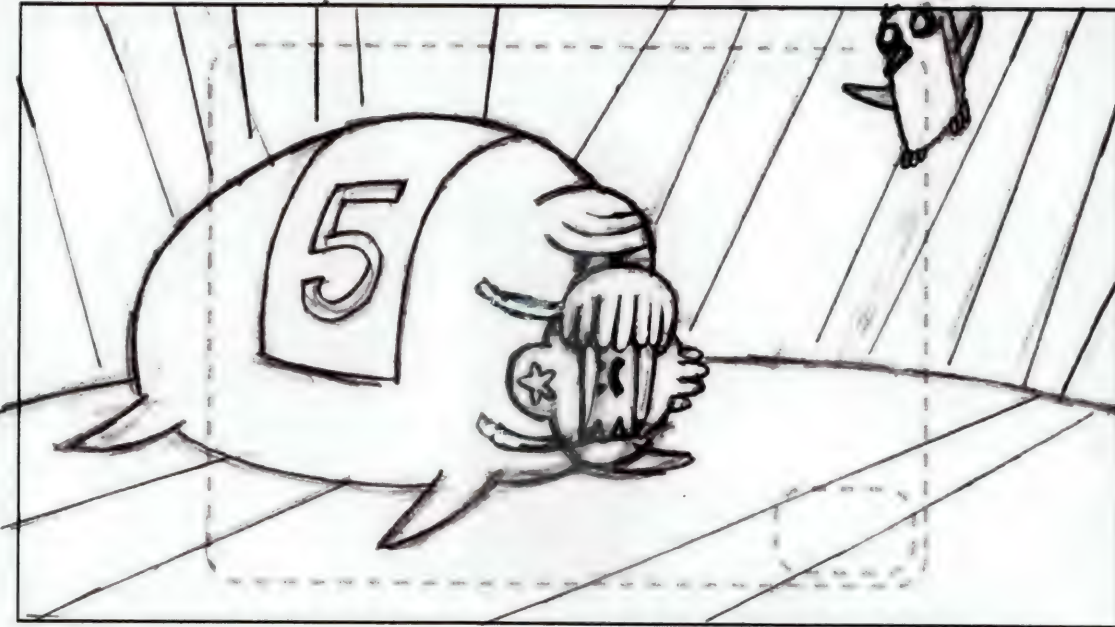
Sc. 63

Pnl. A

Bg.

(IN)

day night

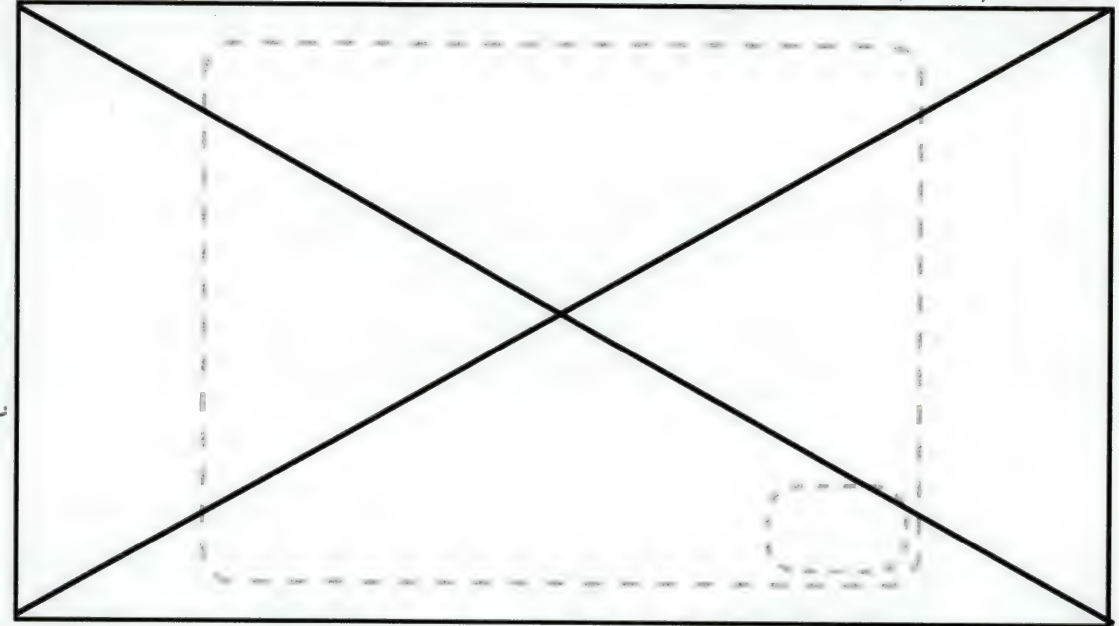


Sc.

Pnl.

Bg.

day night



Dialog:

LSP: I'M A PRINCESS, DUMMY!
GET YOUR MOUTH OFF ME!

Action:



(AI)

Timing:

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1025/198

Production :

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1025/198

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ADVENTURE TIME



Sc. 63 *cont* Pnl. B

Bg.

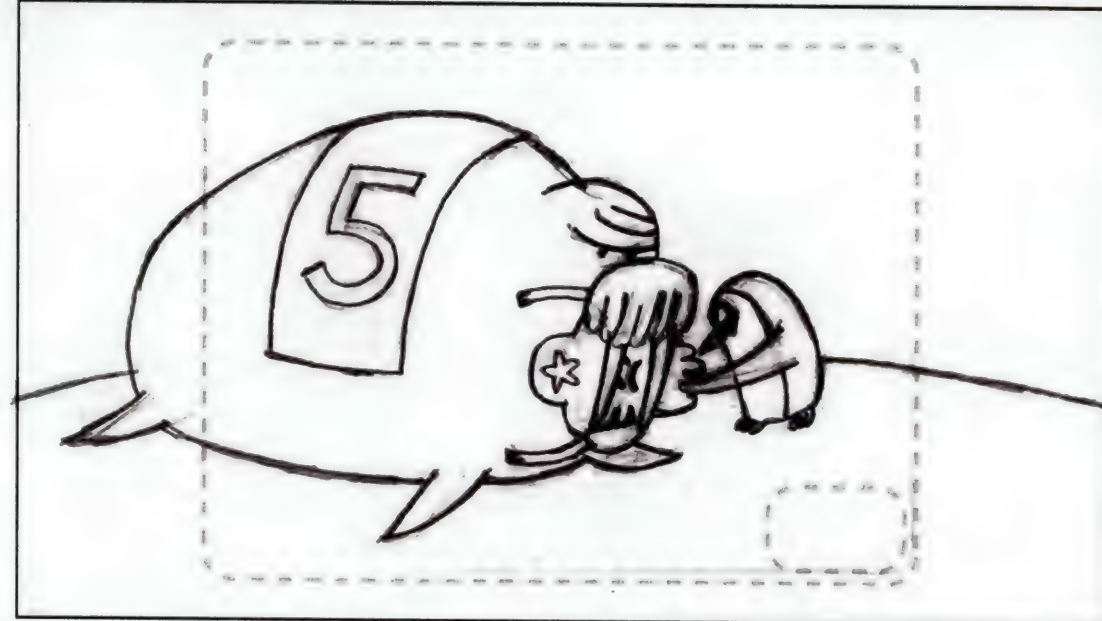
day night



Sc. 63 *cont* Pnl. C

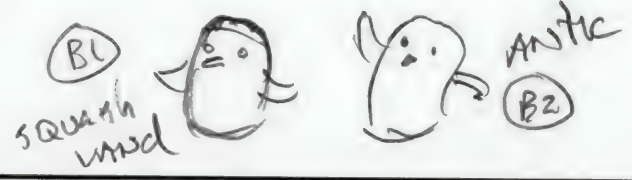
Bg.

day night



Dialog:

SFX: SMAK!



Action:

GUNTER SLAPS WALRUS!

GUNTER GRABS LSP

OCT 09 2014

Timing:

Ho Cont

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1025/198

Production :

1025/198

ADVENTURE TIME



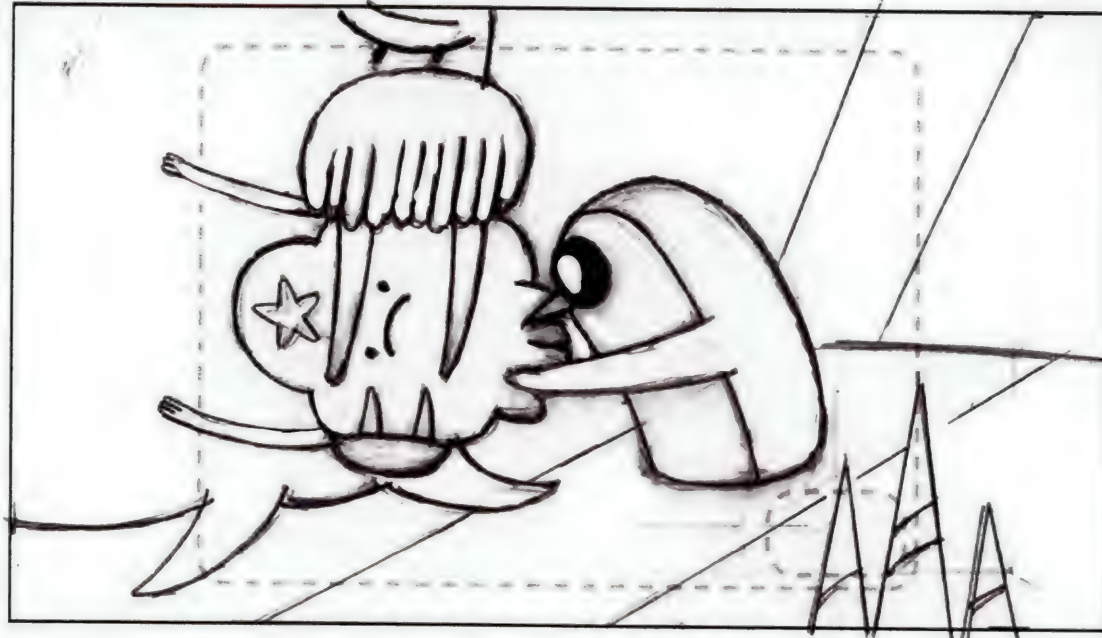
Page **173**

Sc. 64

Pnl. A

Bg.

day night



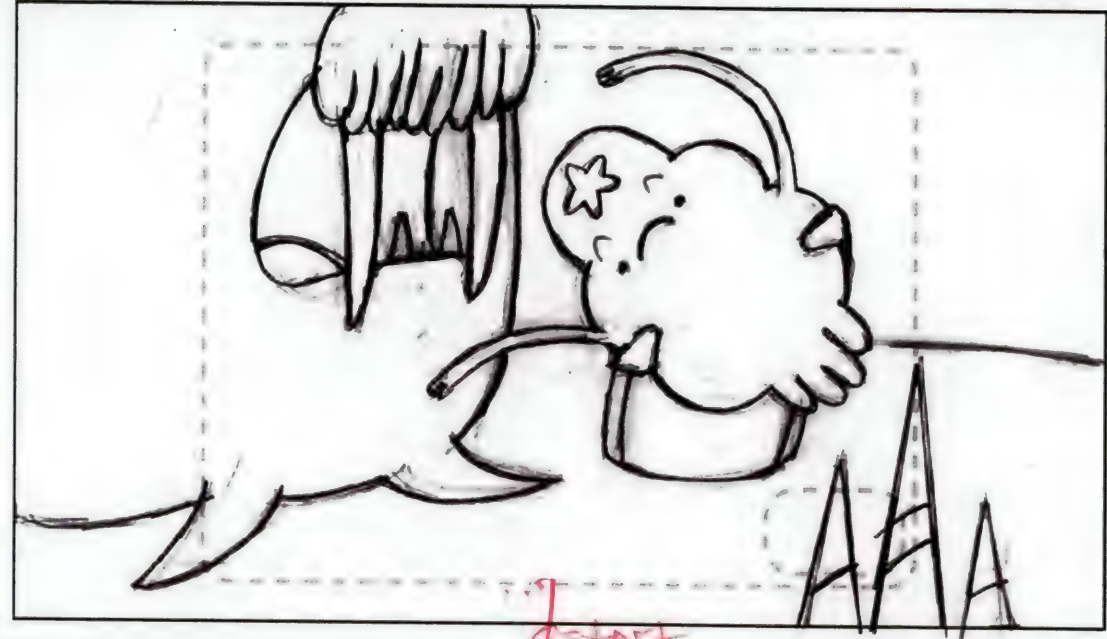
Sc. 64

cont

Pnl. B

Bg.

day night



start pan → w/w Gunter's Run

Dialog:

Action:

MATCH CUT FROM
PREVIOUS SCENE

- GUNTER YANKS LSP OUT OF
#5'S MOUTH.

OCT 09 2014

Timing:

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EPISODE #

1025/198

Production :

1025/198

His cut

ADVENTURE TIME

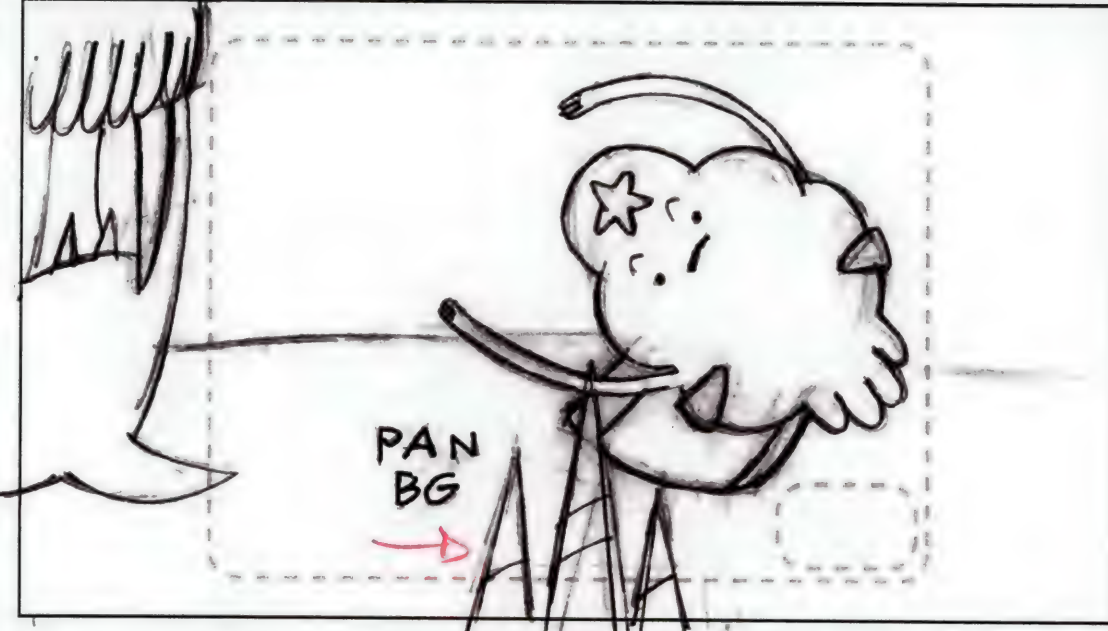


Page **174**

Sc. 64 *cont* Pnl. C

Bg.

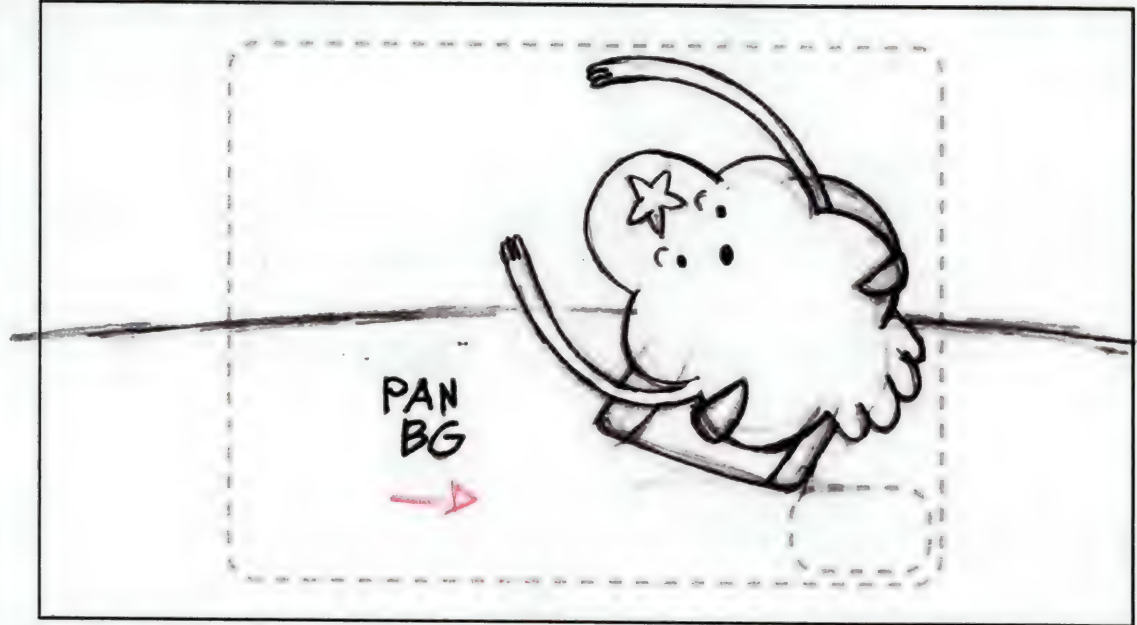
day night



Sc. 64 *cont* Pnl. D

Bg.

day night



Dialog:

w/w Gunter's, RUN

Action:

GUNTER RUNS WITH LSP

Timing:

OCT 09 2014

Production :

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1025/198

ADVENTURE TIME



Cut

Page 175
175A NEXT
day night

Cut

Sc. 64 *cont*

Pnl. E

Bg.

day night

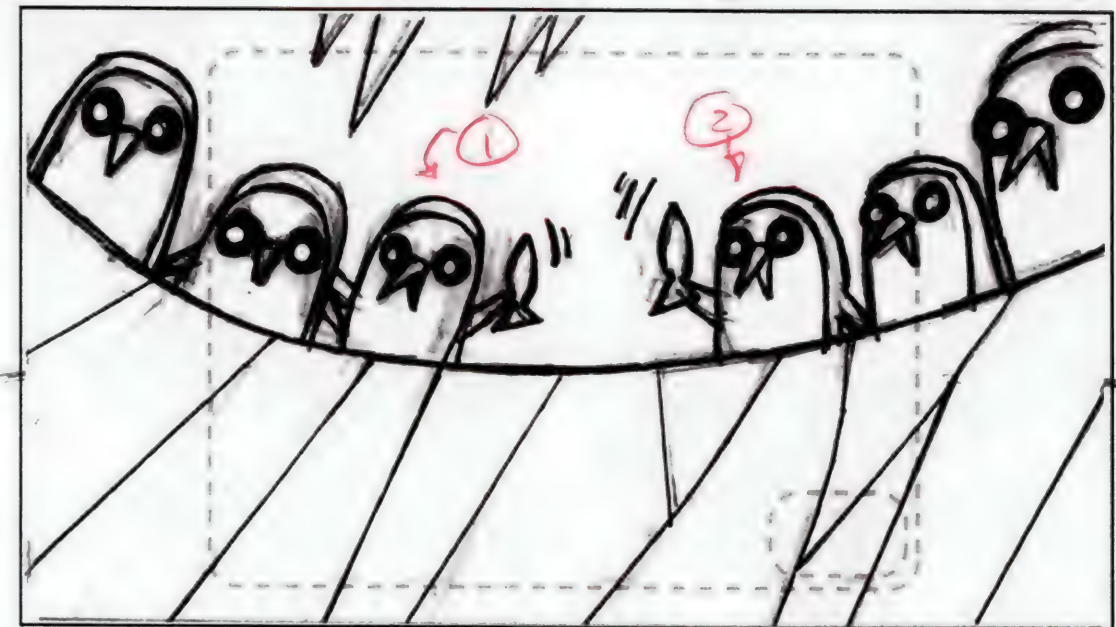


STOP PAN

Sc. 64 A

Pnl. A

Bg.



SFX: PENGUINS CHEER!
WENK! WENK!

Dialog:

SFX: PENGUINS CHEER!
WENK WENK

Action:

Timing:

OCT 09 2014

EPISODE # 1025-198

Production :

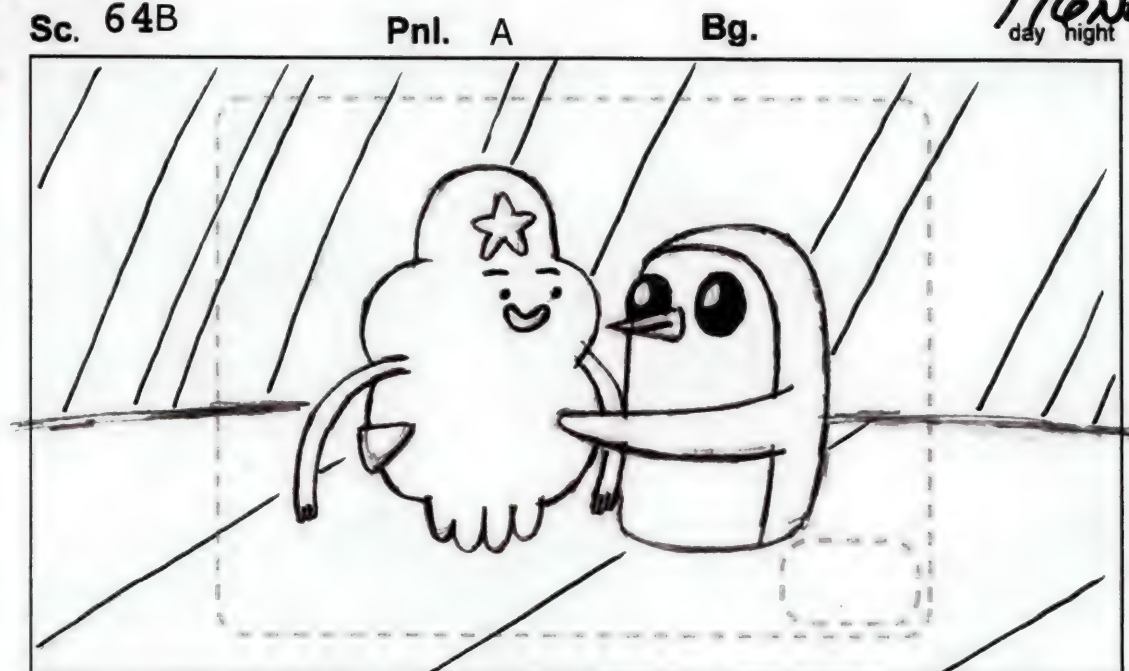
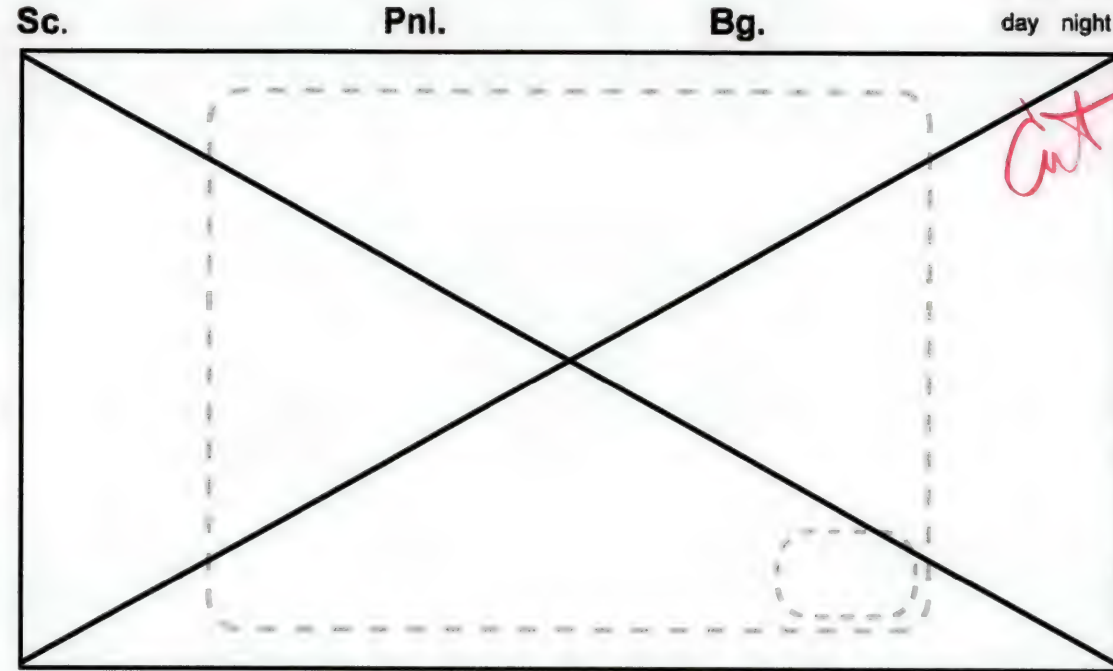
1025/198

1025/198

ADVENTURE TIME



Page 175A
176NEXT
day night



Dialog:

SFX: PENGUINS CHEER
WENK! WENK!

LSP: GUNTER!

Action:

OCT 09 2014

Timing:

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1025/198

Production :

1025/198

1025/198

ADVENTURE TIME

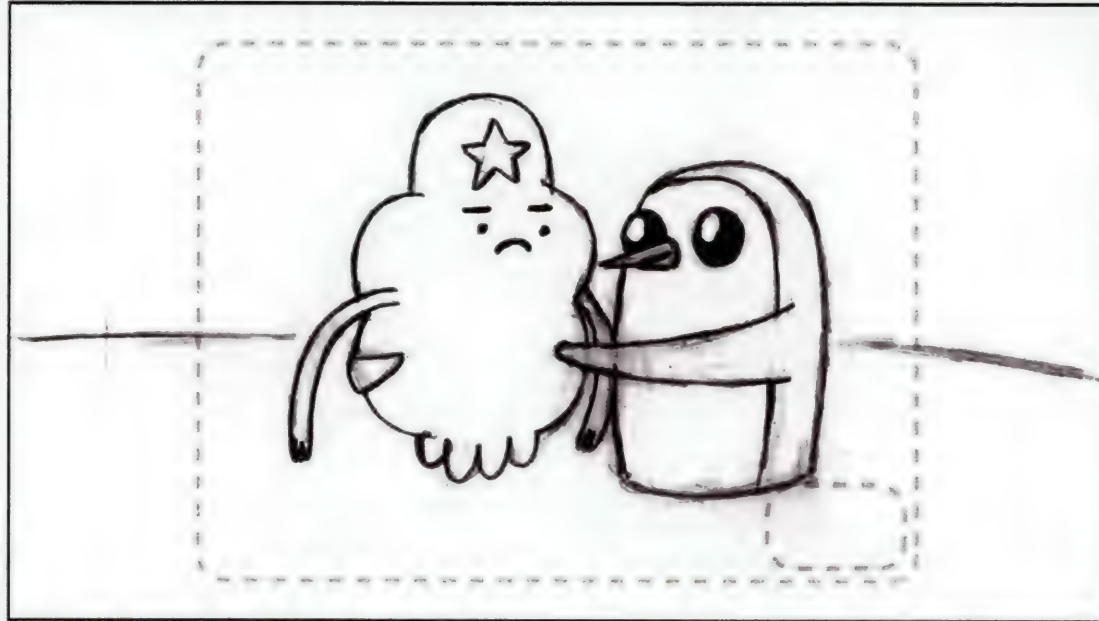


Page 176

Sc. 64 B *cont* Pnl. B

Bg.

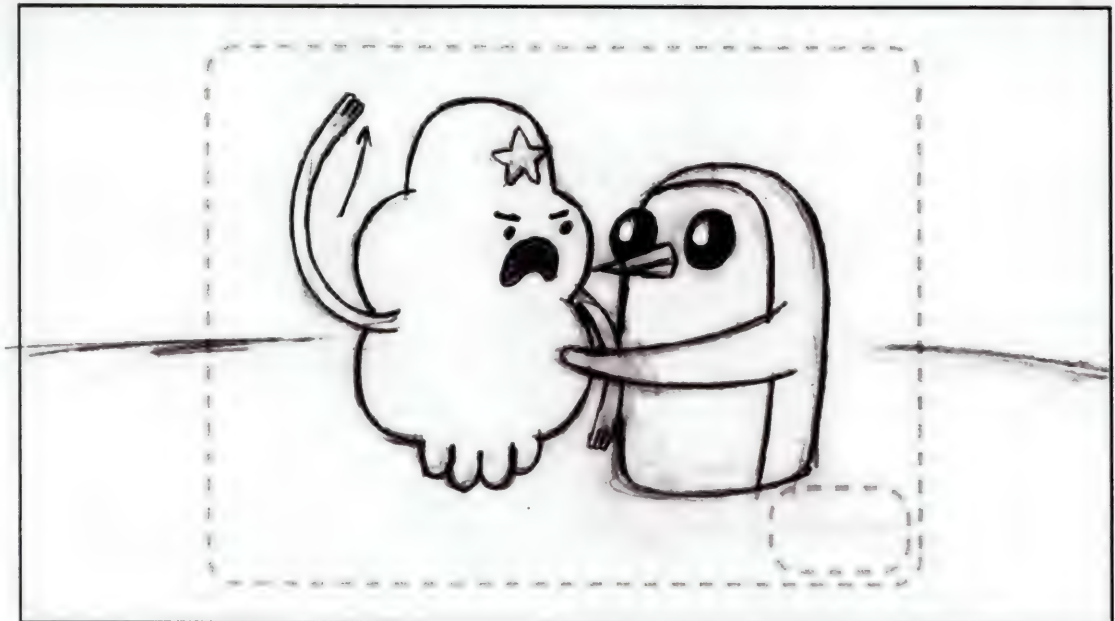
day night



Sc. 64 B *cont* Pnl. C

Bg.

day night



Dialog:

LSP: DON'T TOUCH MY STOMACH!

Action:

- 'SETTLE' POSE

- LSP FROWNS

- LSP RAISES HAND

OCT 09 2014

Timing:

1025-198

EPISODE #

1025/198

Production :

1025/198

ADVENTURE TIME

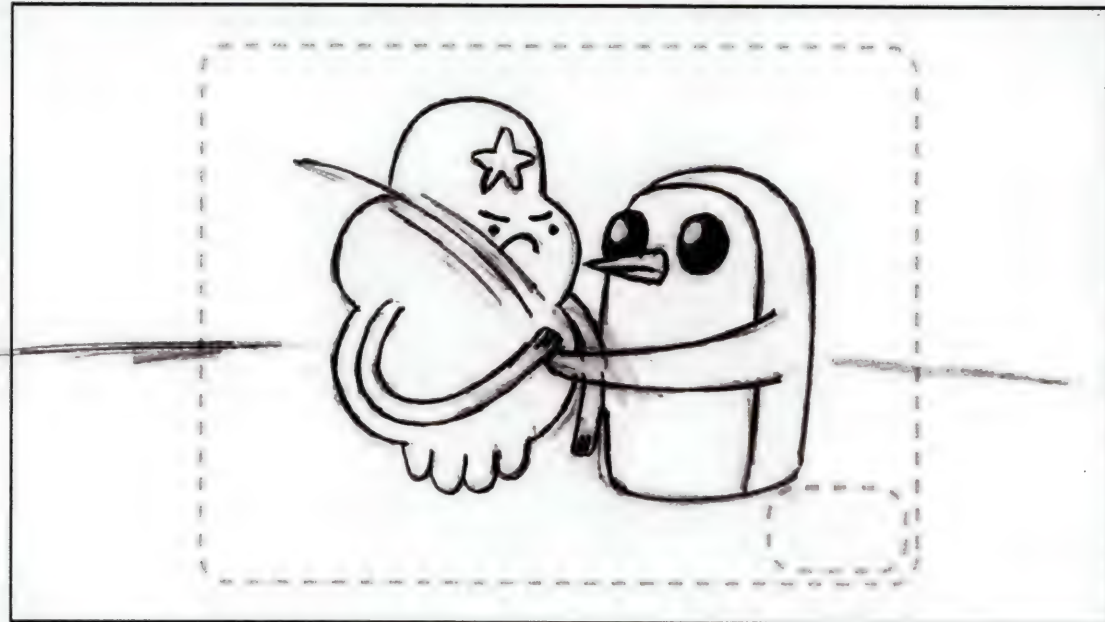


Page **177**

Sc. 64B *CONT* Pnl. D

Bg.

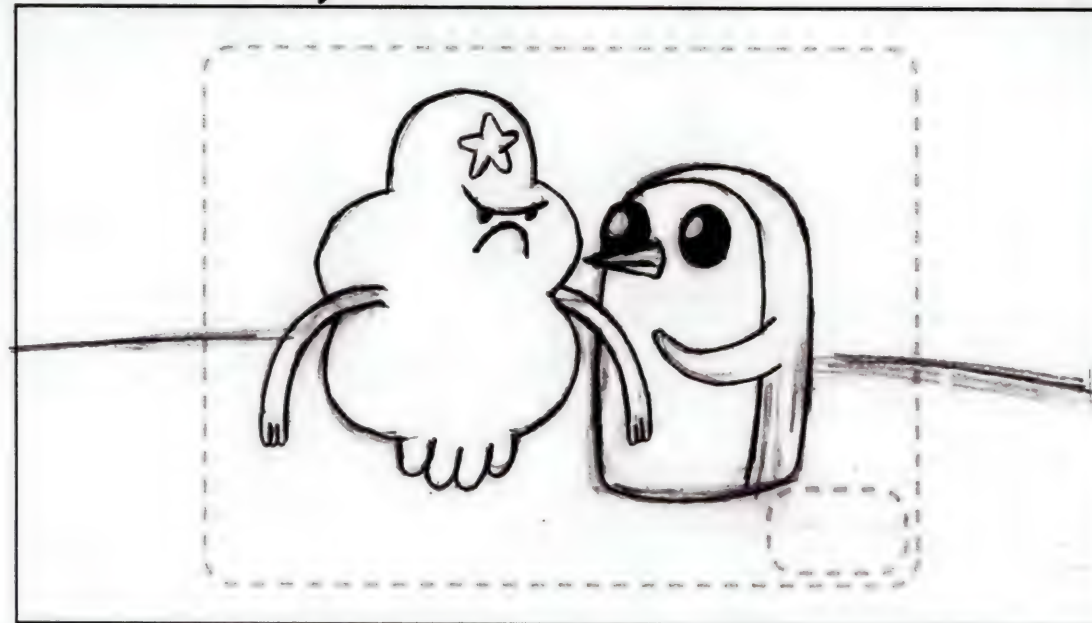
day night



Sc. 64B *CONT* Pnl. E

Bg.

day night



Dialog:

SFX: SLAP!



Action:

-LSP SLAPS GUNTER'S HAND.

Timing:

OCT 09 2014

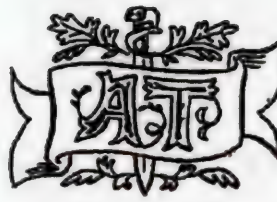
Production :

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1025/198

ADVENTURE TIME

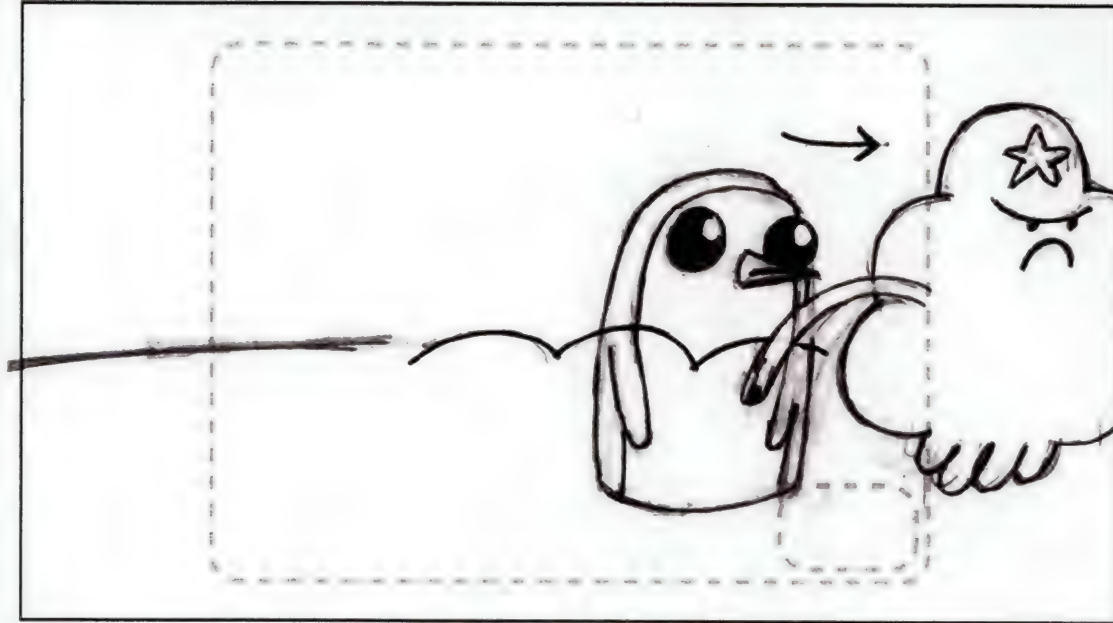


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Sc. 64B *CONT* Pnl. F

Bg.

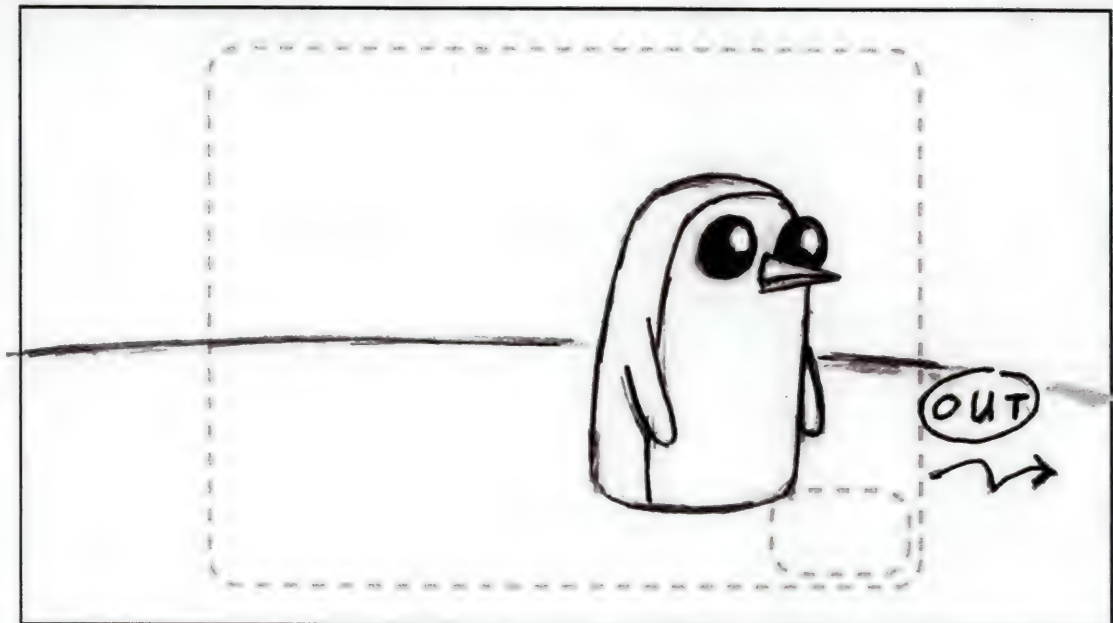
day night



Sc. 64B *CONT* Pnl. G

Bg.

day night



Dialog:

Action:

LSP STOMPS OFF.

Timing:

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EPISODE #

1025-198

Production :

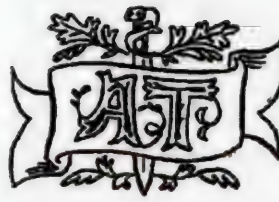
1025/198

1025/198

Cont

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ADVENTURE TIME



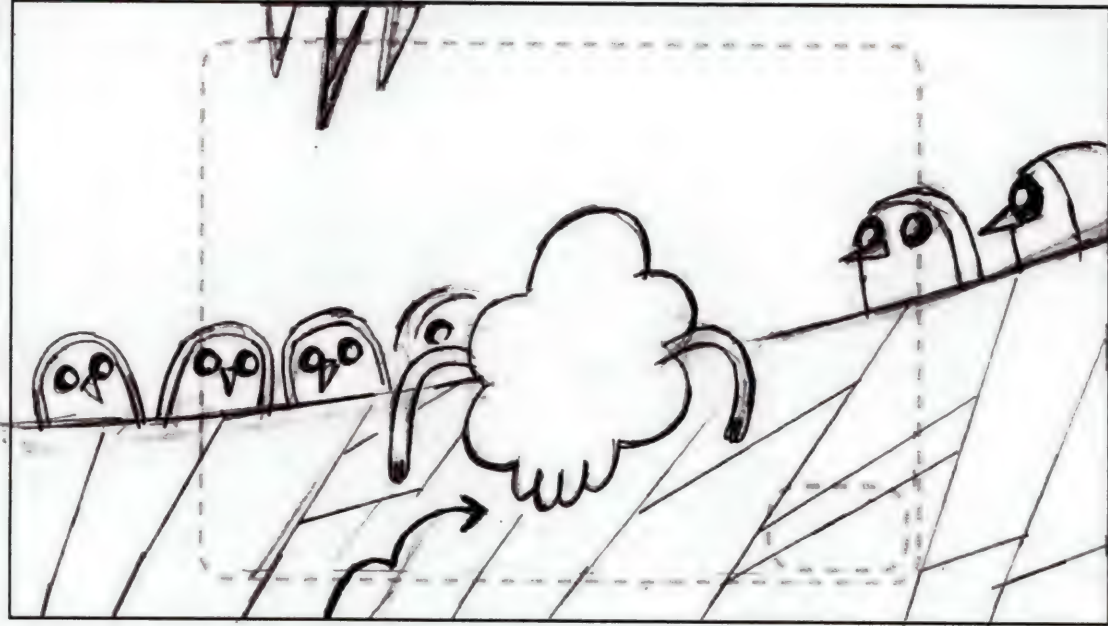
Page 179

Sc. 65

Pnl. A

Bg.

day night



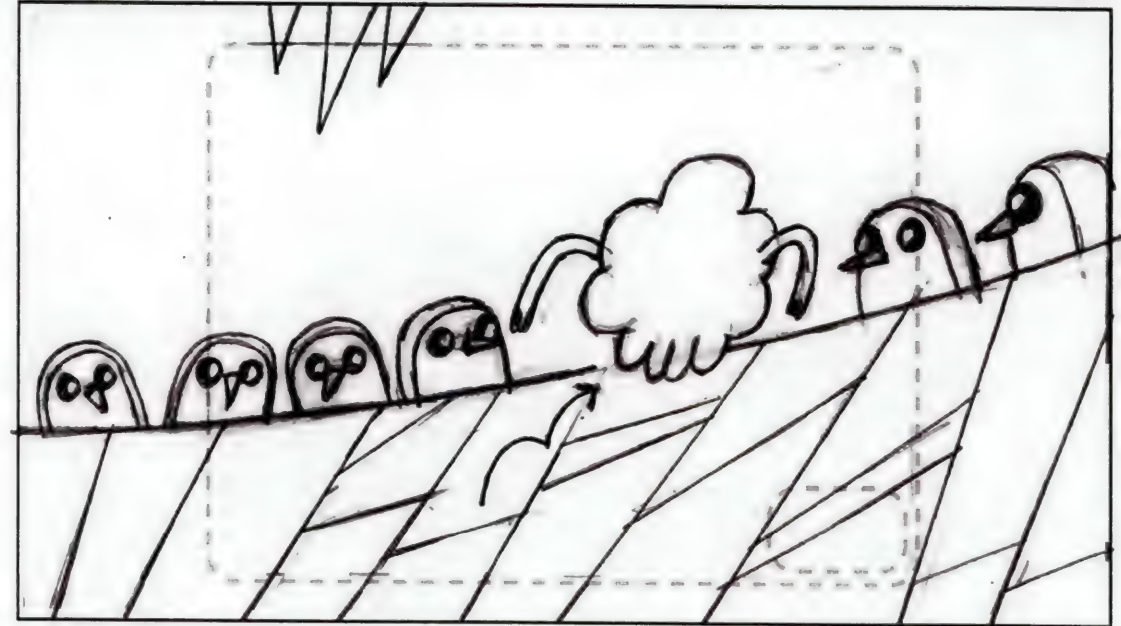
Sc. 65

cont

Pnl. B

Bg.

day night



Dialog:

Action:

ACTION: STOMP
STOMP
STOMP (BUT FLOATING)

Timing:

OCT 09 2014

Production :

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Cut

ADVENTURE TIME



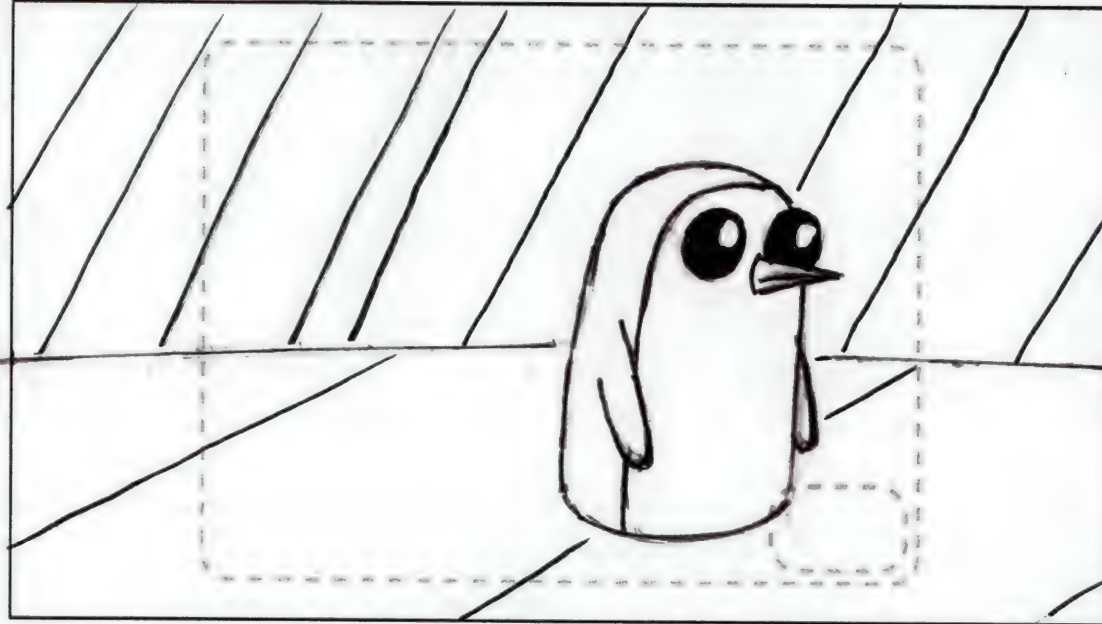
Page 180

Sc. 66

Pnl. A

Bg.

day night

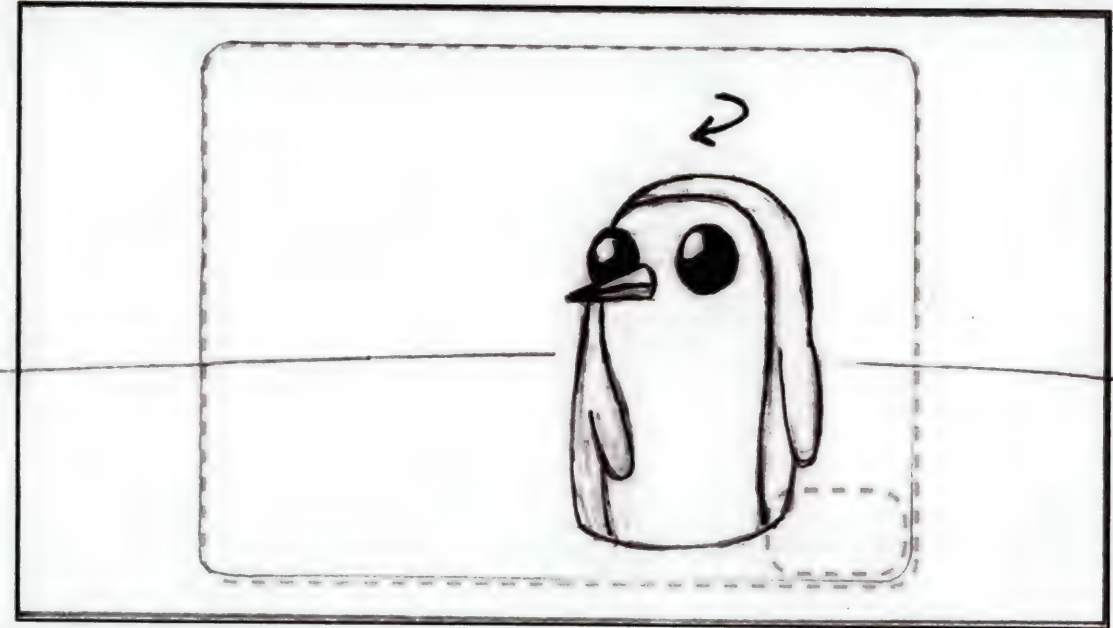


Sc. 66 *CONT*

Pnl. B

Bg.

day night



Dialog:

SFX: RUMBLE
(WALRUS)

Action:

ON GUNTER LOOKING
AT LSP

GUNTER TURNS (HE
HAS HEARD THE
RUMBLING)

OCT 09 2014

Timing:

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EPISODE #

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Production :

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ADVENTURE TIME



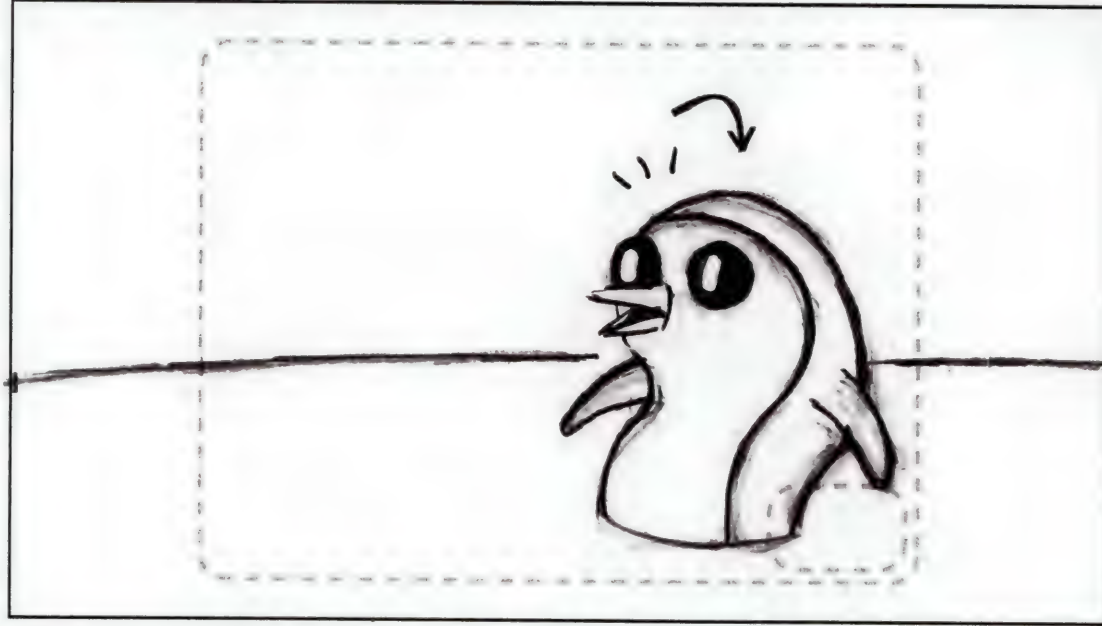
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Sc. 66 *cont*

Pnl. C

Bg.

day night

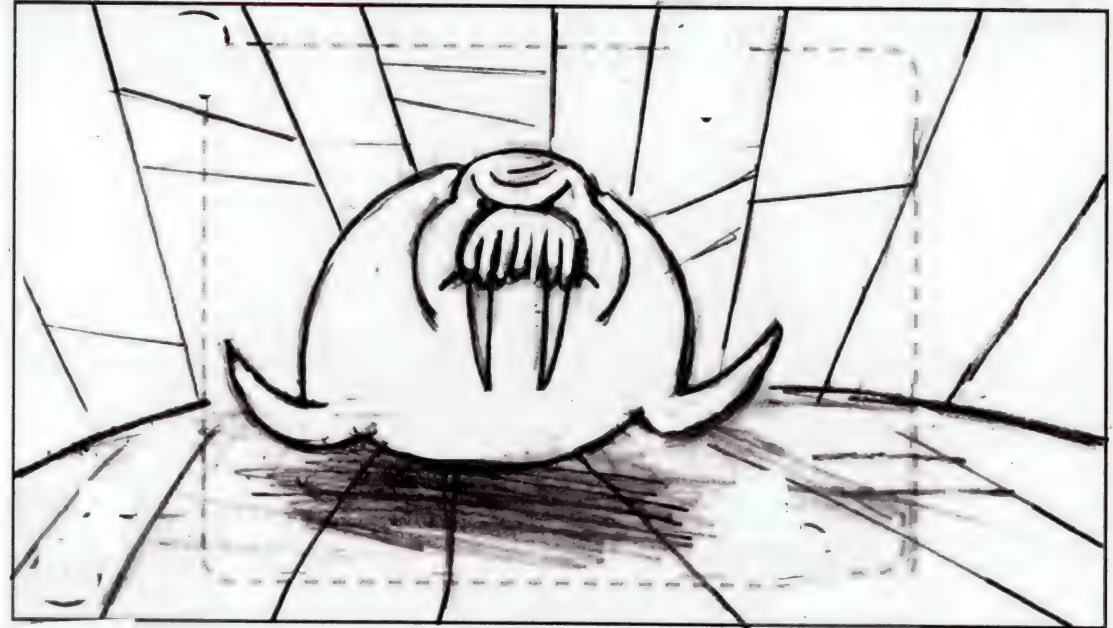


Sc. 67

Pnl. A

Bg.

day night



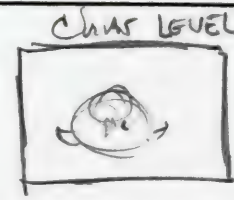
Dialog:

G: WENK!

Action:

GUNTER REACTS
(HE SEES WALRUS)

Timing:



Bi-PAC
SET-UP

truck out
ON BG

- WALRUS BOUNDS TOWARDS CAM.

OCT 09 2014

- ANIMATE GROUND. w/w RUN CYCLE
- ANIM BG ↓ SLOWER

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Production :

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ADVENTURE TIME



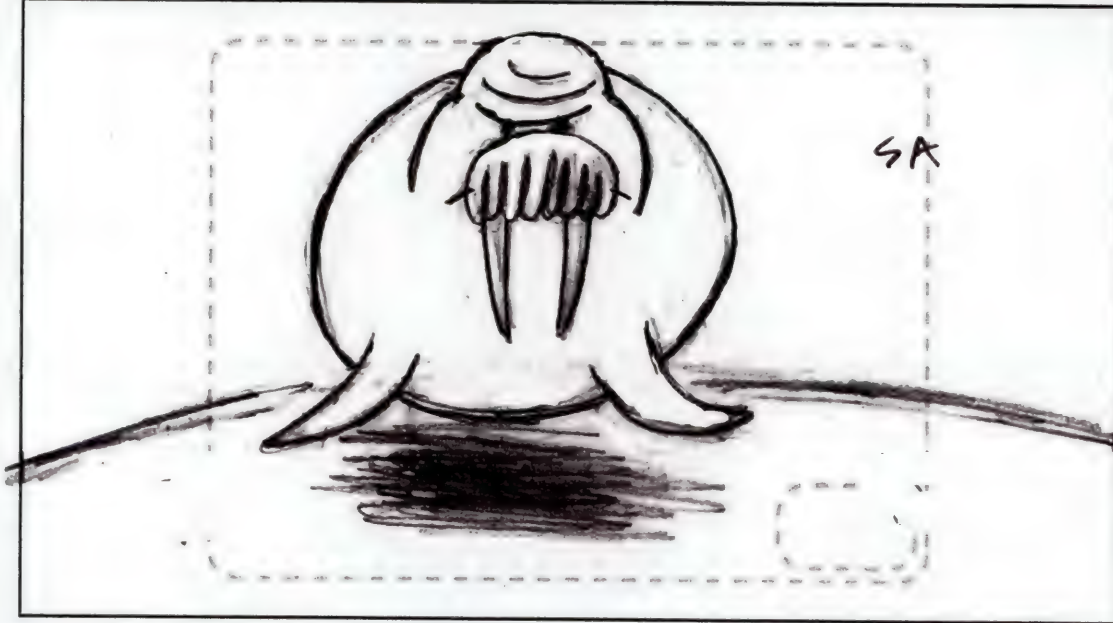
Page **182**

Sc. 67 *CONT*

Pnl. B

Bg.

day night

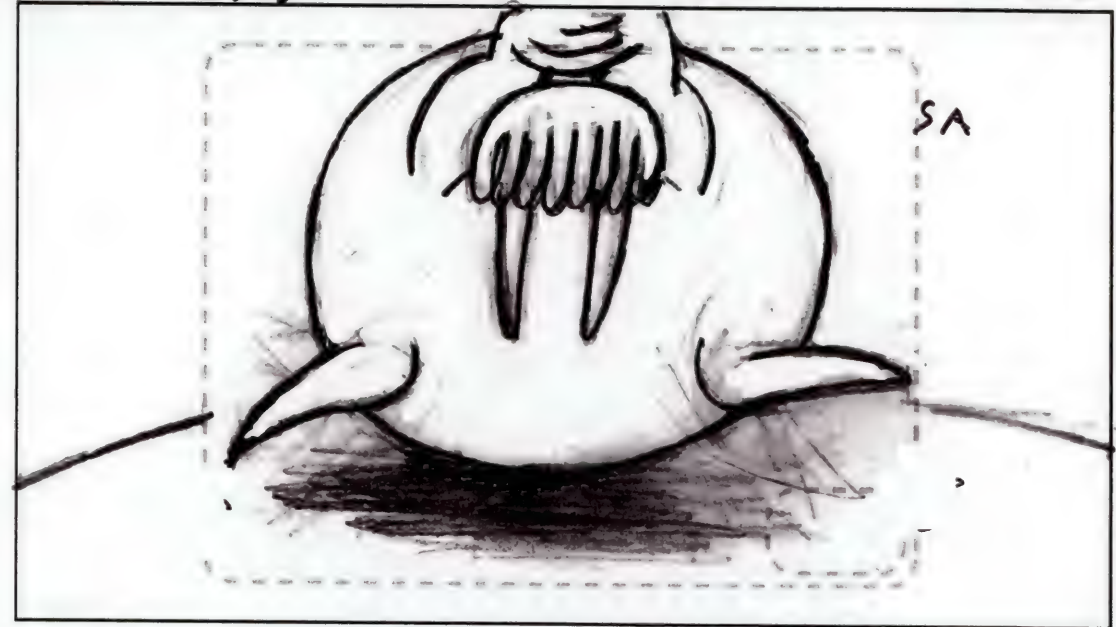


Sc. 67 *CONT*

Pnl. C

Bg.

day night



Dialog:

Action:

Timing:

OCT 09 2014

Production :

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ADVENTURE TIME



Cut

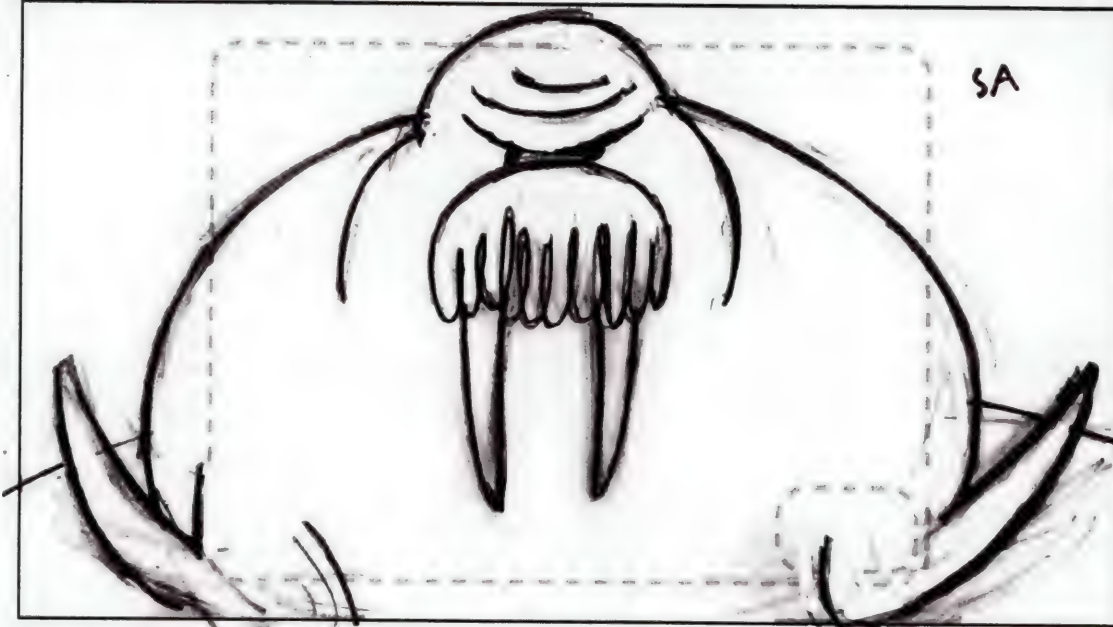
Page **183**

Sc. 67 *cont*

Pnl. D

Bg.

day night

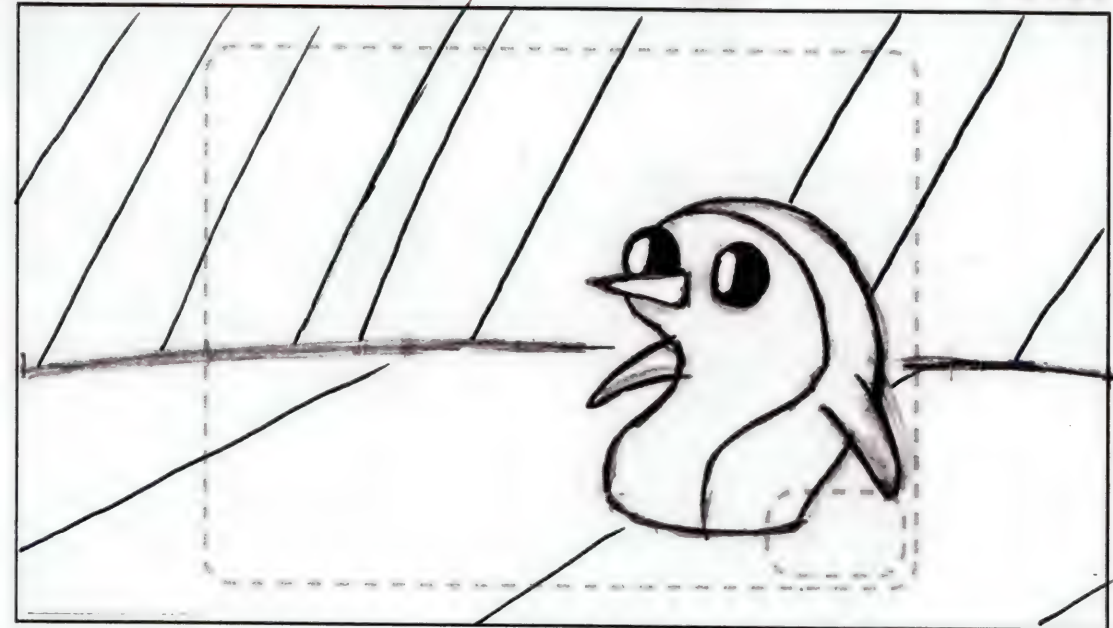


Sc. 68

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

↑
(START POSE)

ON GUNTER REACTING
TO CHARGING WALRUS

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Production :

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ADVENTURE TIME

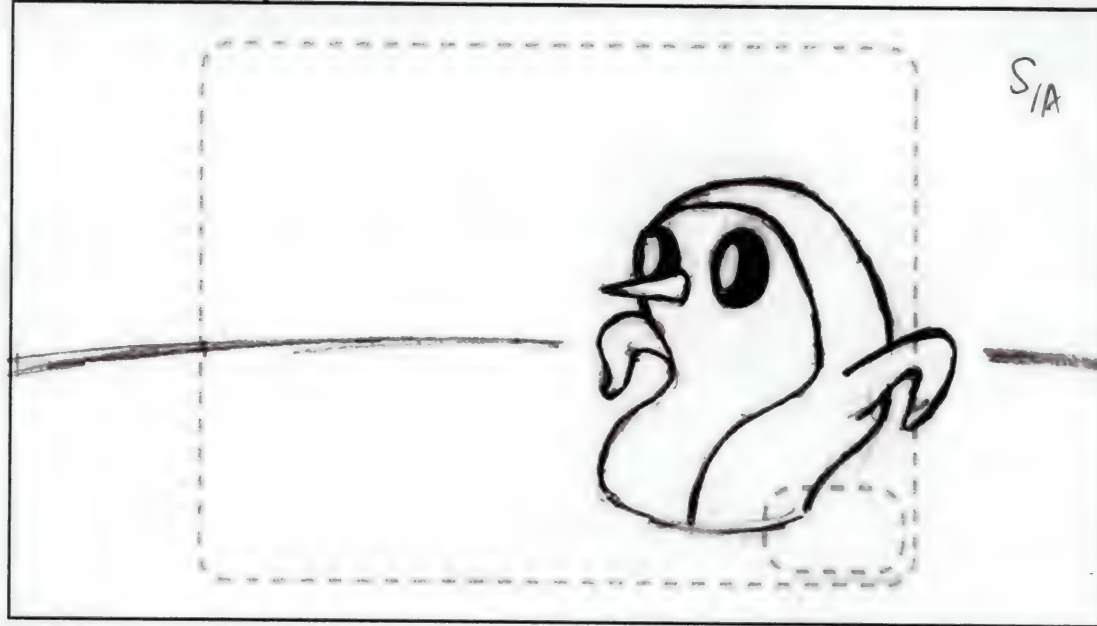


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Sc. 68 *CONT* Pnl. B

Bg.

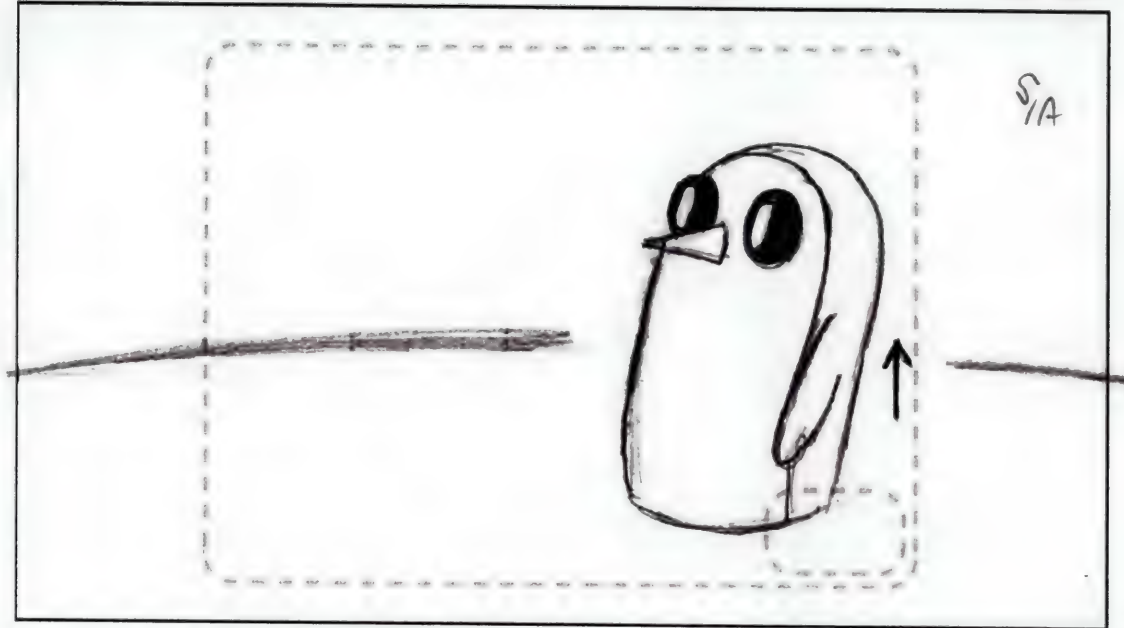
day night



Sc. 68 *CONT* Pnl. C

Bg.

day night



Dialog:

Action:

(HOLD
POSE)

NOW
GUNTER
STRAIGHTENS UP

OCT 09 2014

Timing:

EPISODE # 1025-198

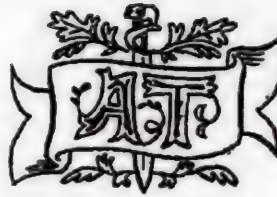
1025/198

Production :

1025/198

1025/198

ADVENTURE TIME



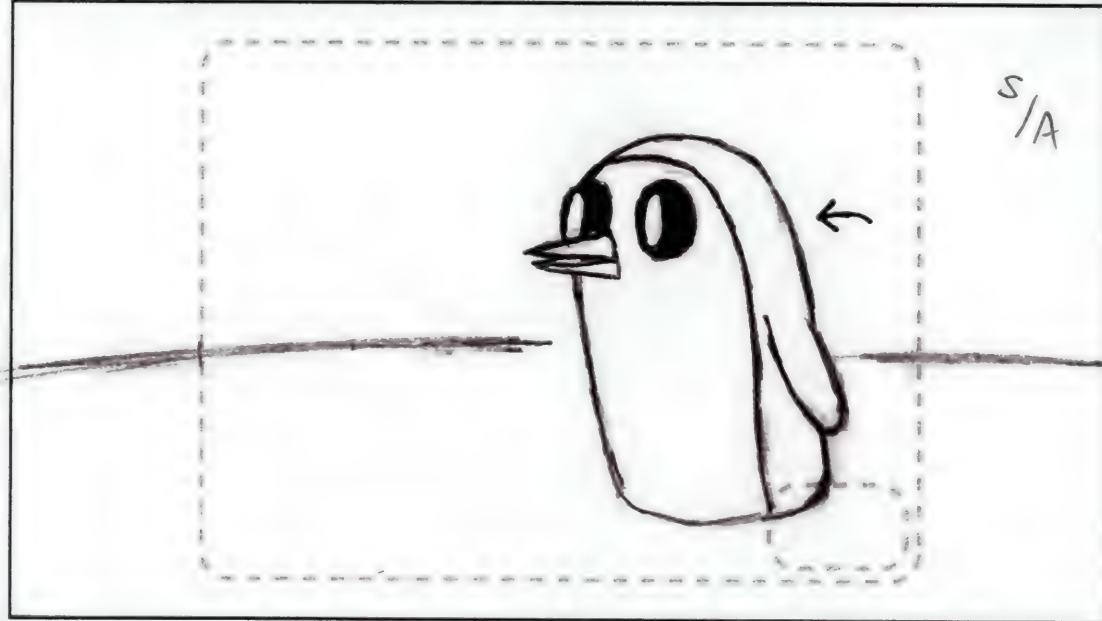
Page 185

Sc. 68 *cont*

Pnl. D

Bg.

day night

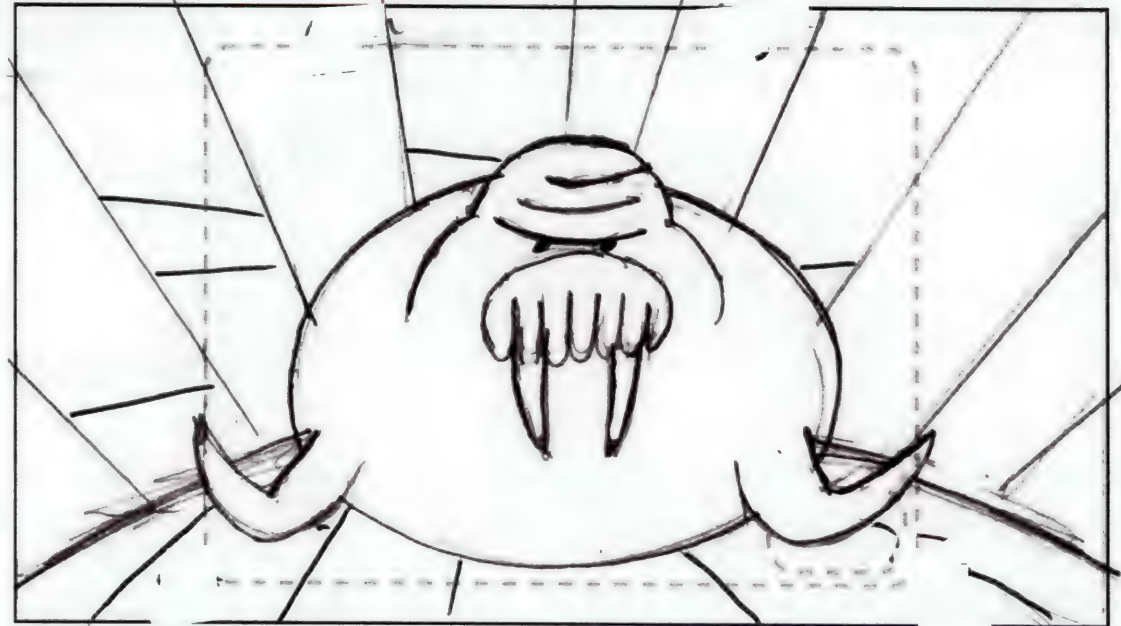


Sc. 69

Pnl. A

Bg.

day night



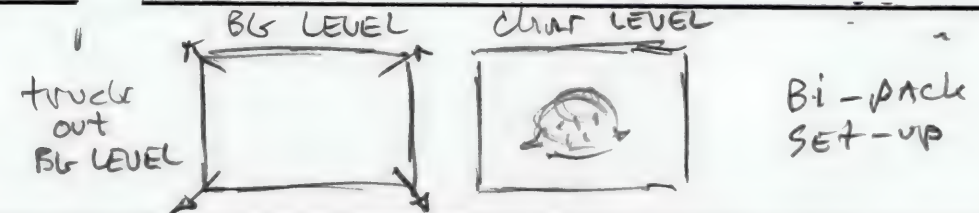
Dialog:

G: WENK?

Action:

GUNTER INTO LOOKING,
KIND OF MESMERIZED

Timing:



GUNTER'S P.O.V. OF
CHARGING WALRUS. OCT 09 2014

- ANIMATE GROUND
 - ANIM BG SLOW
- } slo mo -

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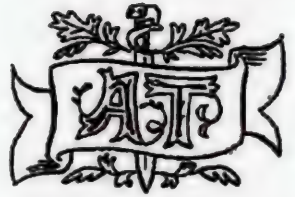
Production :

1025/198

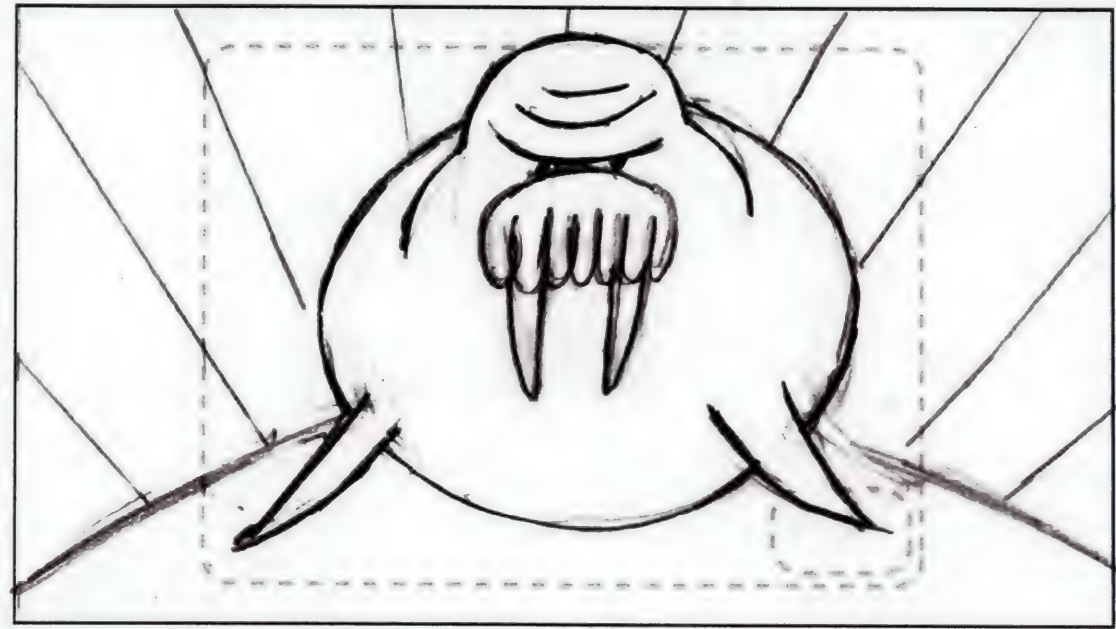
1025/198

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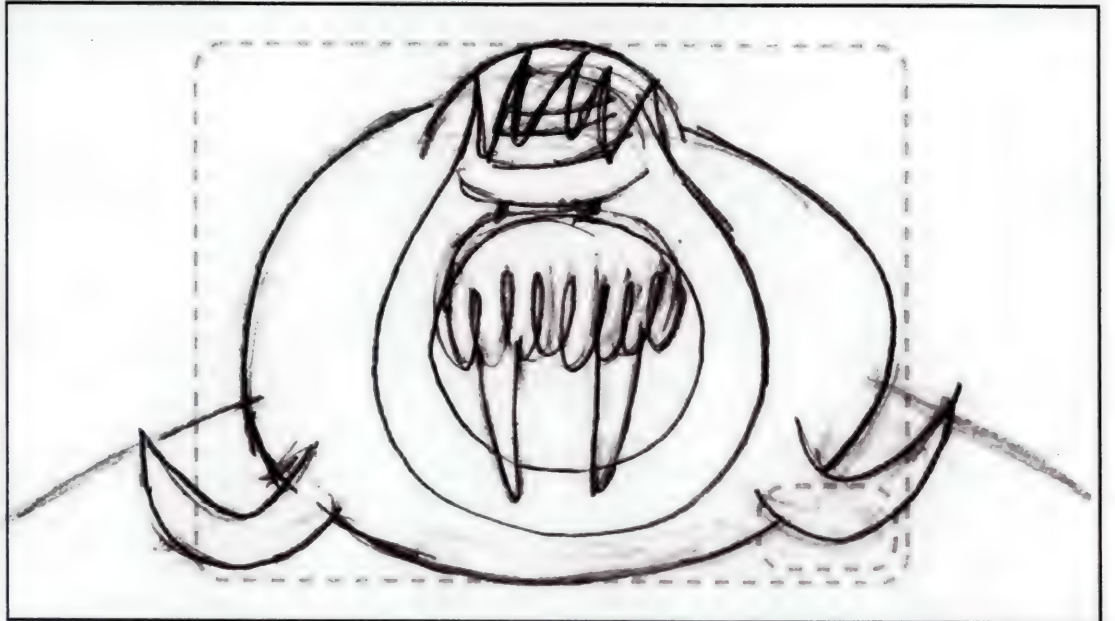
ADVENTURE TIME



Sc. 69 *CONT* Pnl. B Bg. day night



Sc. 69 *CONT* Pnl. C Bg. day night



Dialog:	<div><div><div>XX</div><div>slow Cross Dissolve Comet on</div></div><div>From Astral plane #180 Sc 16</div></div>	
Action:	- CHARGING WALRUS GOES INTO SLO-MO.	SUPERIMPOSED IMAGE OF ... A PINK COMET! APPEARS OVER WALRUS. OCT 09 2014
Timing:		

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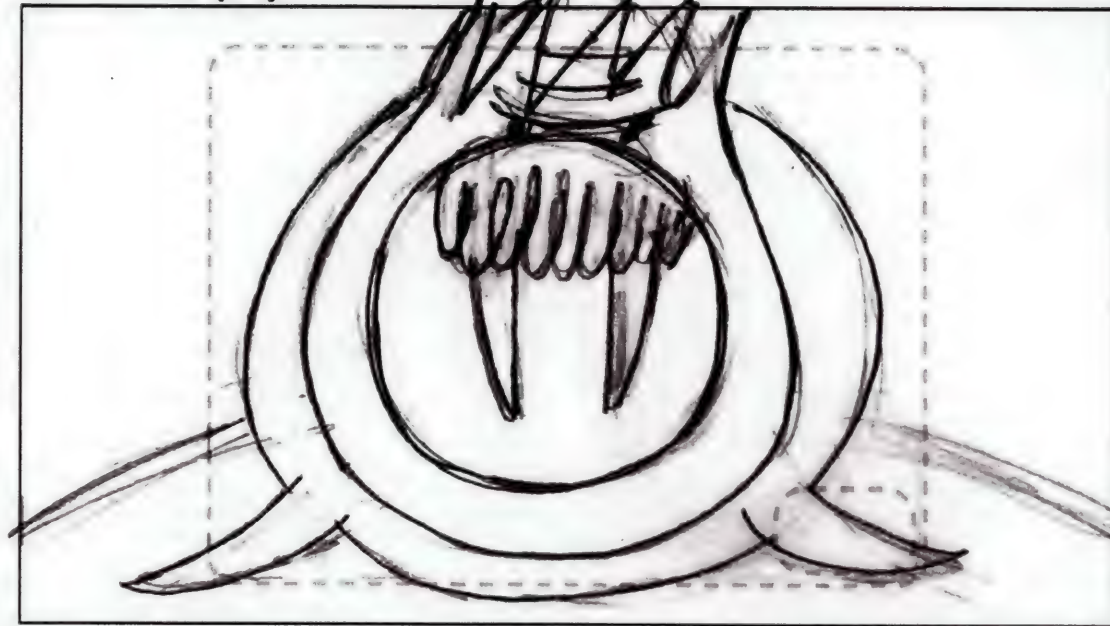
Production :

1025/198

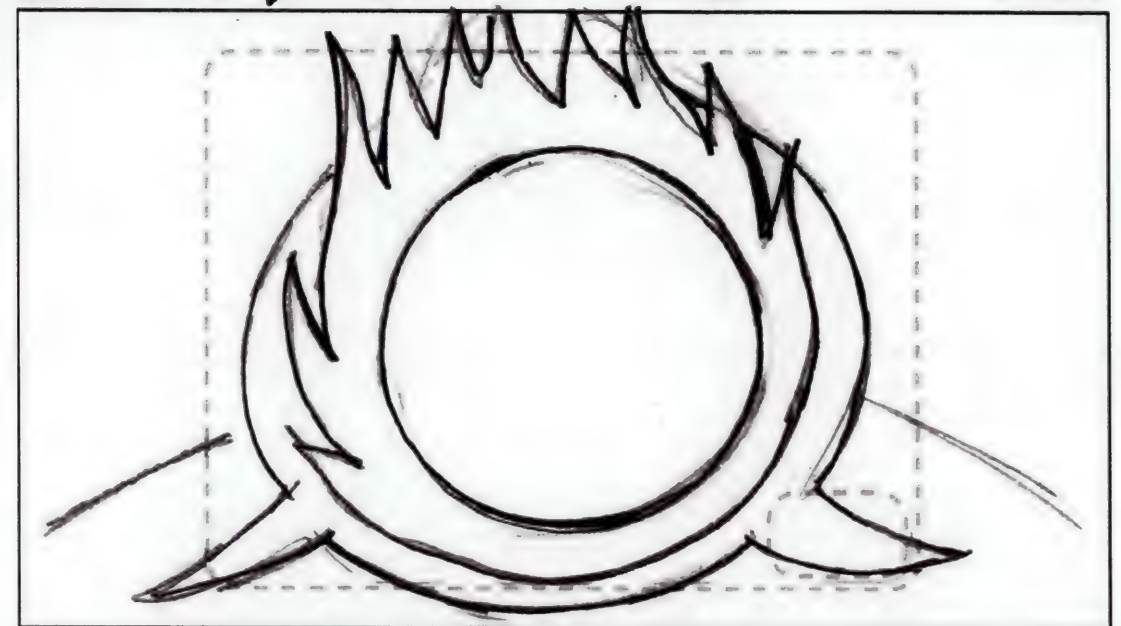
ADVENTURE TIME



Sc. 69 *cont* Pnl. D Bg. day night



Sc. 69 *cont* Pnl. E Bg. day night



Dialog:

Action: - COMMET APPEARS OVER W. FACE.

Timing:

Cont
~~XX~~ DISS Comet
~~XX~~ ON.

Sfx: * F W O O O S H *

180 ASTRAL PLANE

Re-use
Footage

sc. 16

COMET

OCT 09 2014

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1025/198

Production :

1025/198

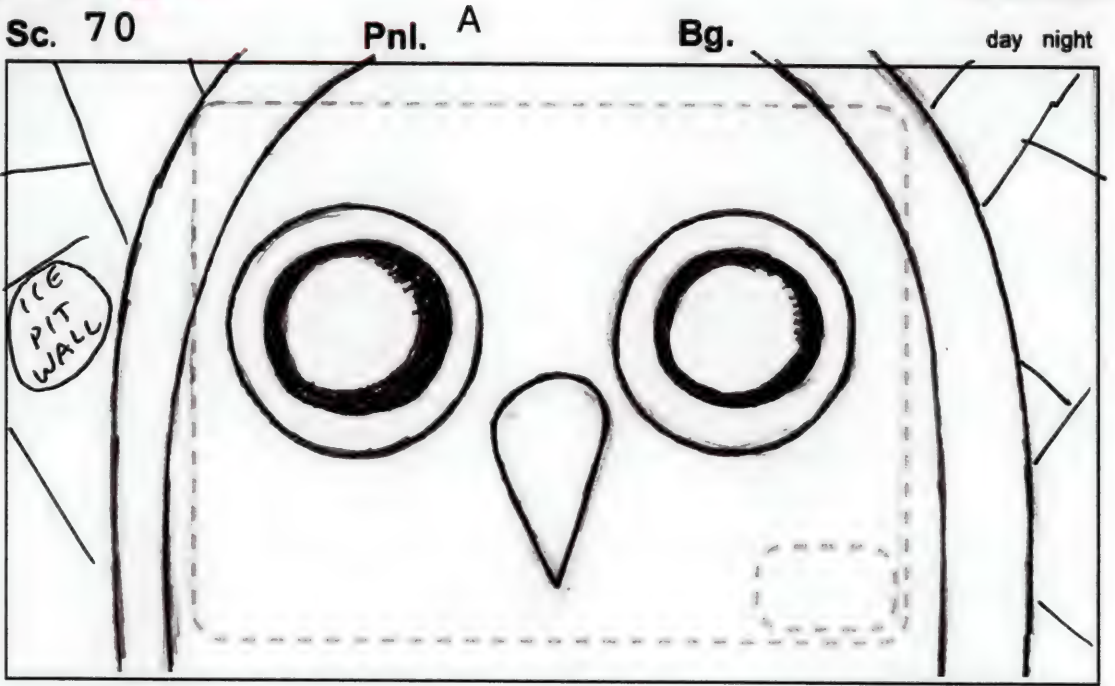
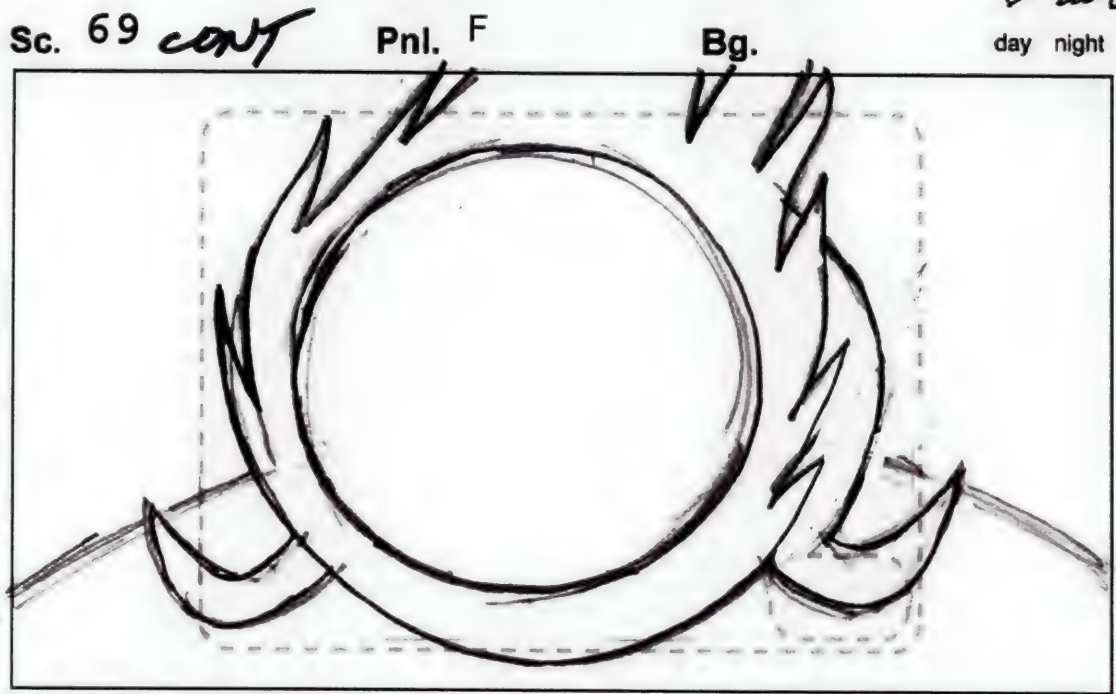
1025/198

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ADVENTURE TIME



Cut



Dialog:	
Action:	ON GUNTER'S EYES. OCT 09 2014
Timing:	

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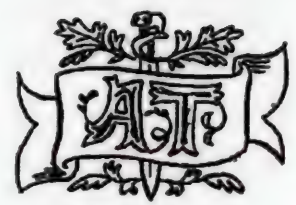
Production :

1025/198

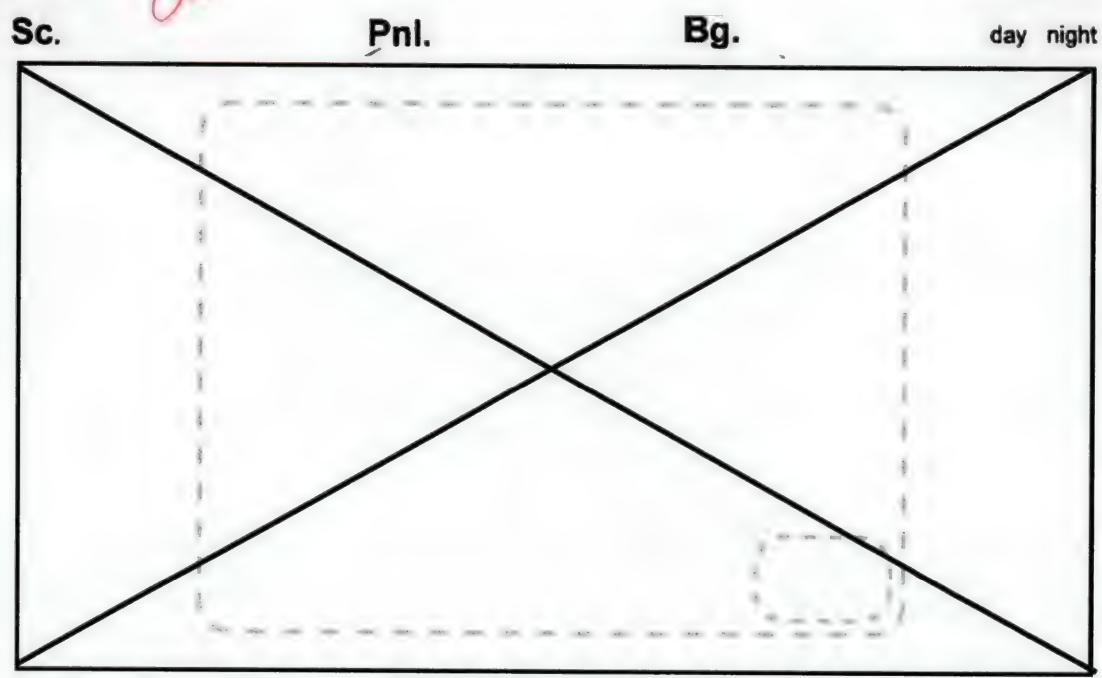
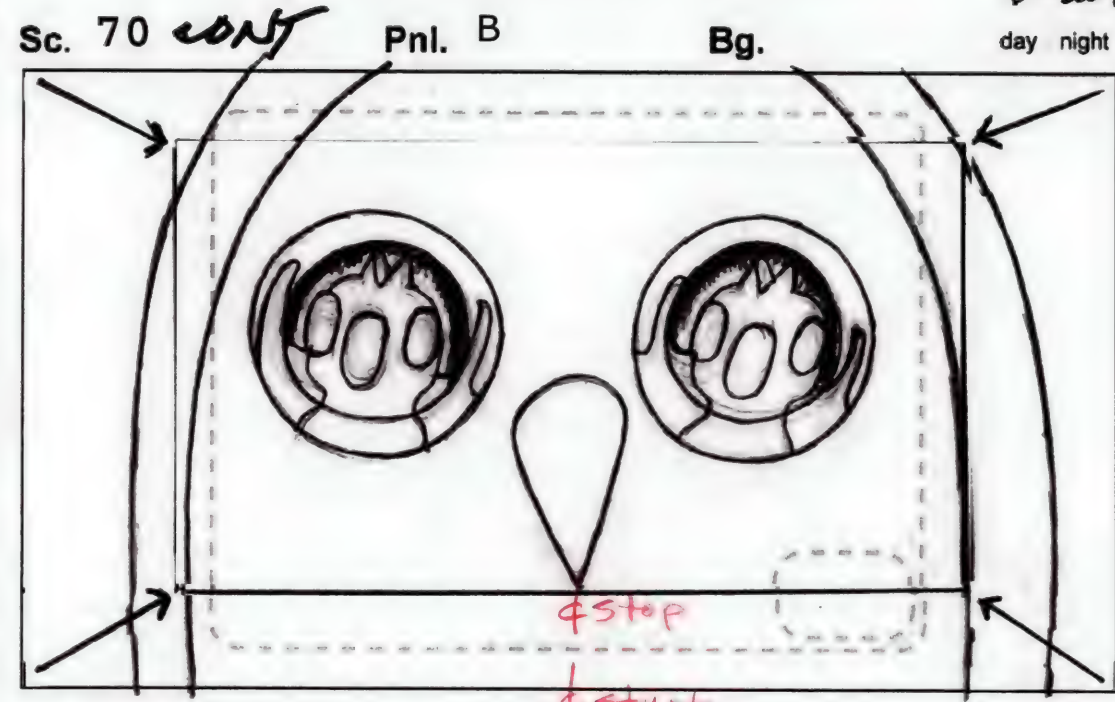
1025/198

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ADVENTURE TIME



Ho Cut



Dialog:	(truck IN)
Action:	- IMAGE OF ORGALORG COMES INTO GUNTER'S EYES [DISS. ON IMAGE]
Timing:	

OCT 09 2014

EPISODE # 1025-198

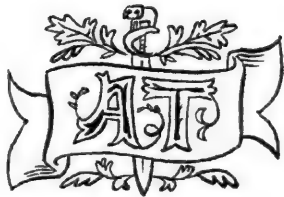
1025/198

Production :

1025/198

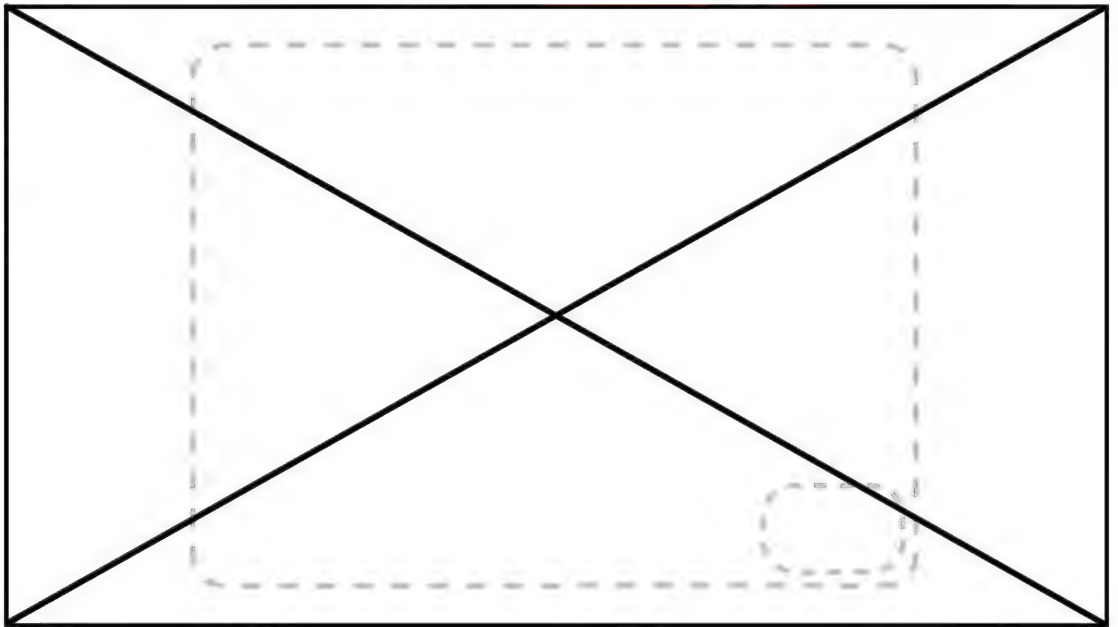
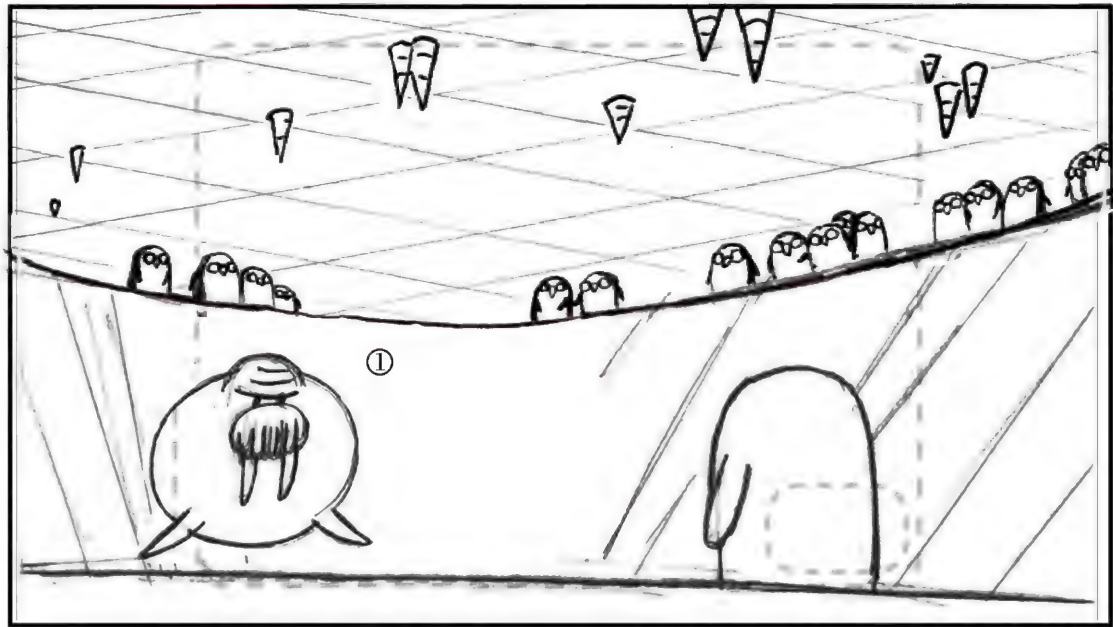
HTU
ant

ADVENTURE TIME

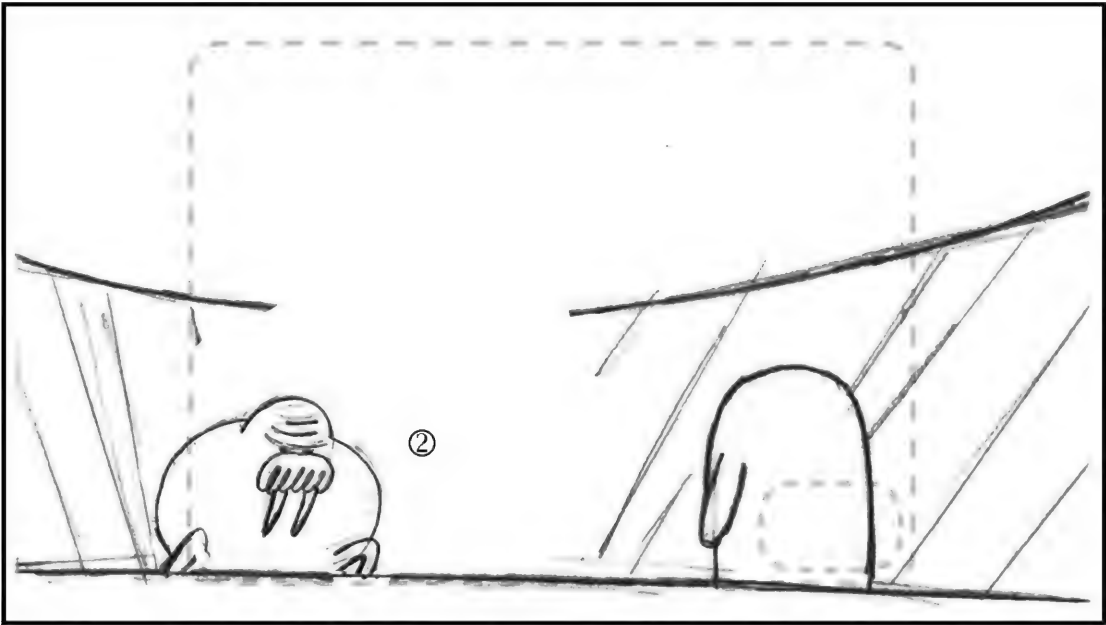


REVISED
11/13/14

Sc. 71 Pnl. A Bg. day . night Sc. Pnl. Bg. day night



Dialog:
Action: - Walrus Charging at Gunter - Adj. with action
Timing: 1025-198

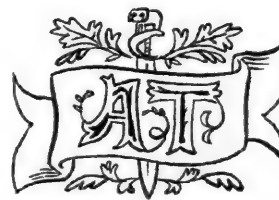


OCT 09 2014

EPISODE # 1025-198

Production:

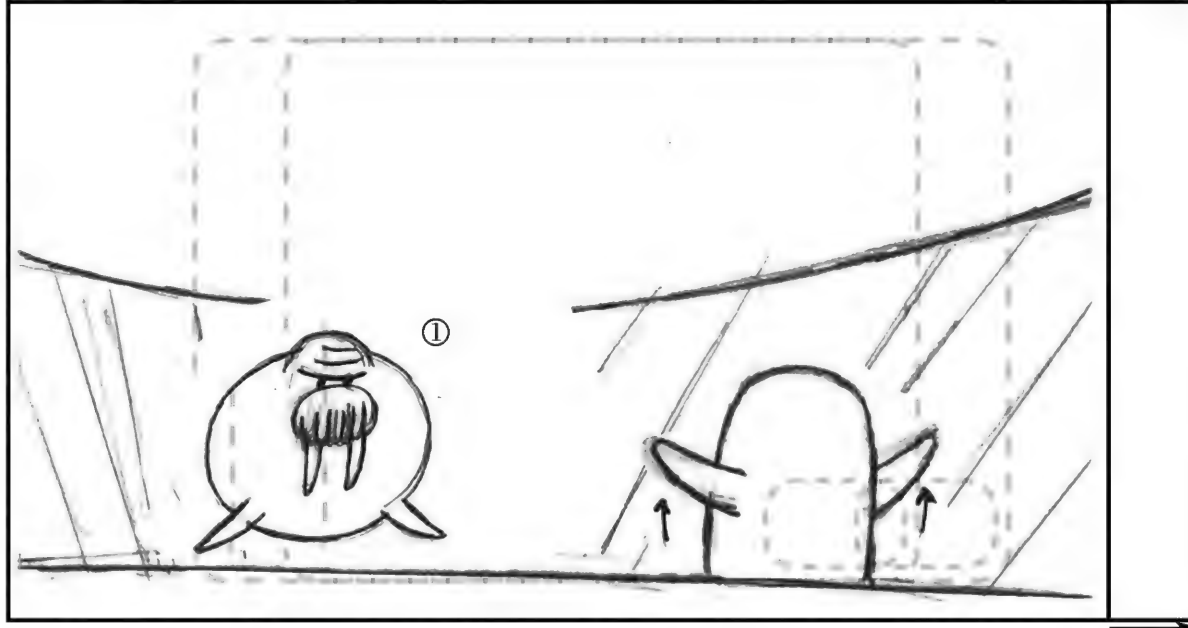
ADVENTURE TIME



REVISED
11/13/14

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Sc. 71 *cont* Pnl. B Bg. day night ADJ



Dialog:

Action:

- Gunter opens arms
- Adj. with action

Timing:

1025-198

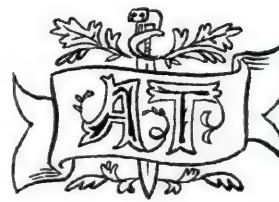


EPISODE # 1025-198

Production:

OCT 09 2014

ADVENTURE TIME



*HW
Cut*

REVISED
11/13/14

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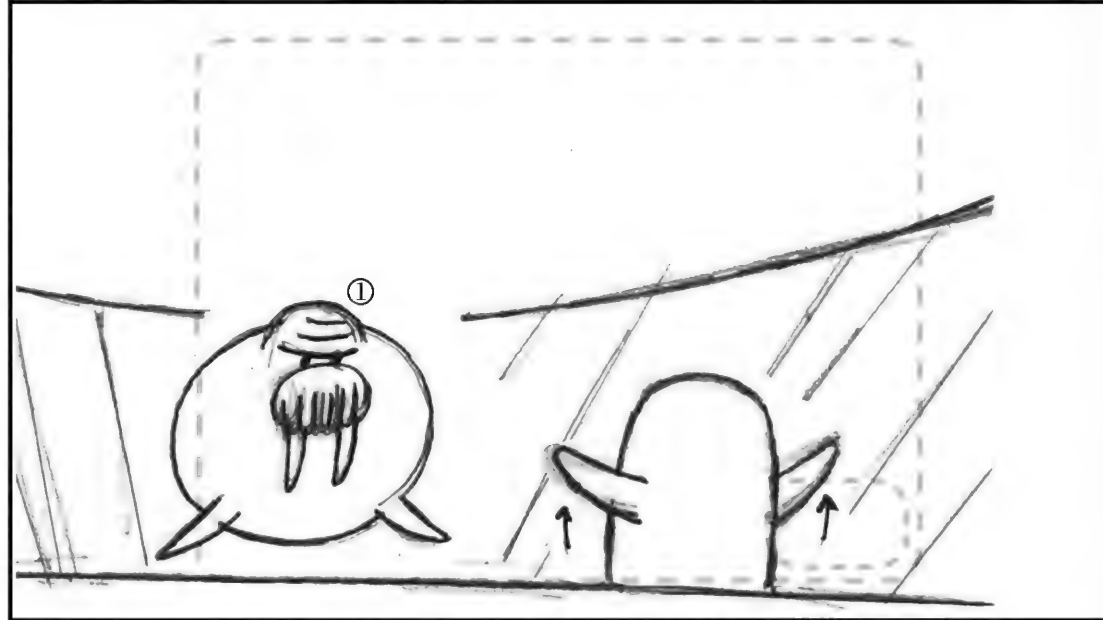
*HW
Cut*

Sc. 71 *cut*

Pnl. C

Bg.

day night

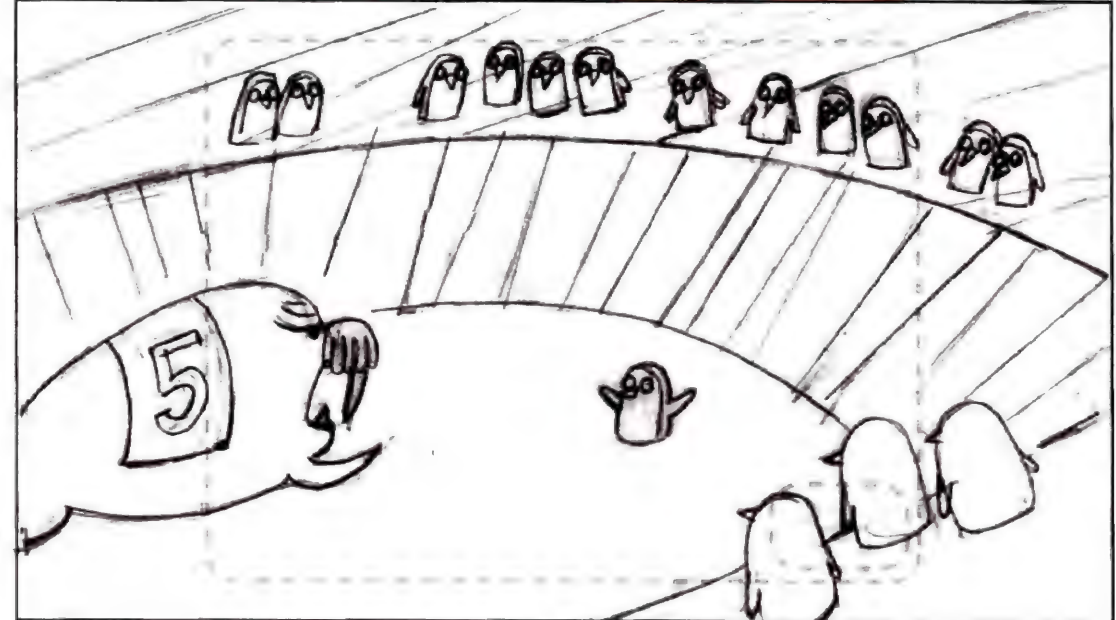


Sc. 72

Pnl. A

Bg.

day night



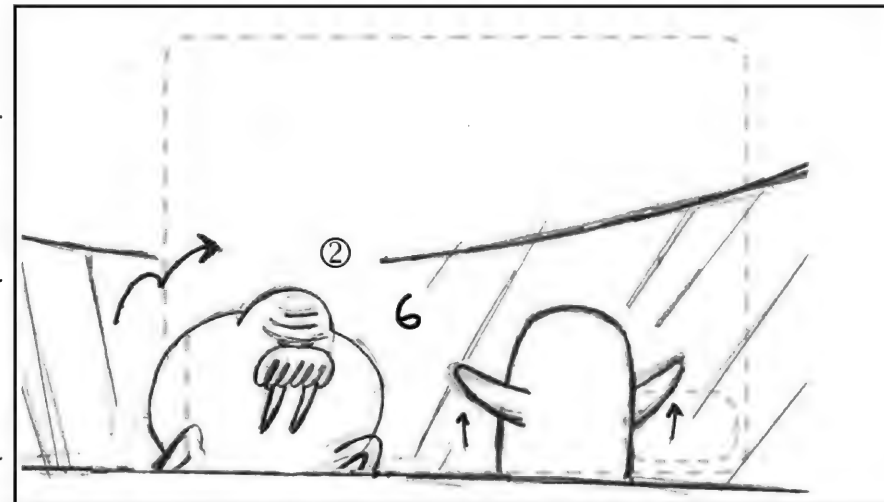
Dialog:

Action:

- Gunter opens arms
- Adj. with action

Timing:

1025-198



SFX: RUMBLE

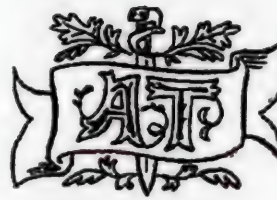
WALRUS CHARGES
AT GUNTER.

OCT 09 2014

EPISODE # 1025-198

Production:

ADVENTURE TIME



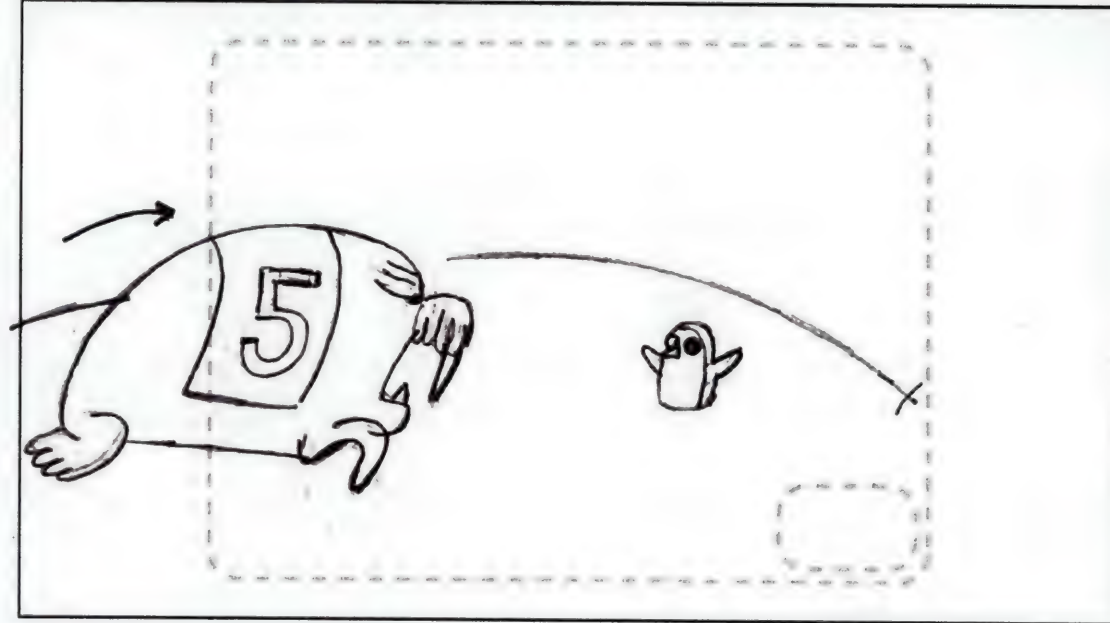
Page 192

Sc. 72 *CONT*

Pnl. B

Bg.

day night

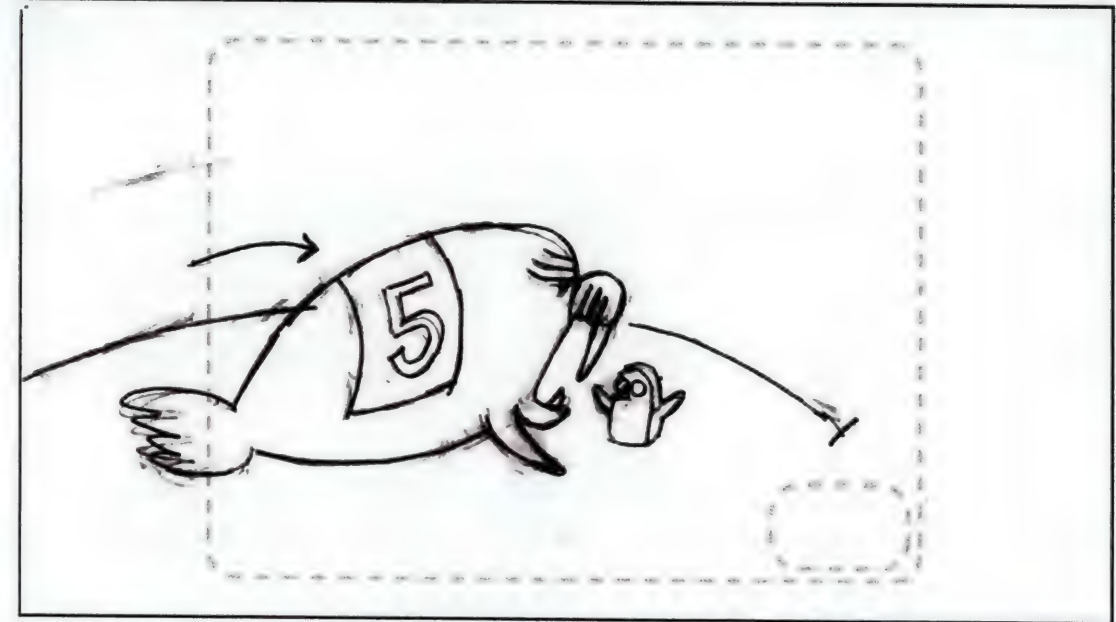


Sc. 72 *CONT*

Pnl. C

Bg.

day night



Dialog:

SFX: RUMBLE

SFX: RUMBLE

Action:

- WALRUS CLOSES IN ON GUNTER.

OCT 09 2014

Timing:

Production :

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1025-198

1025/198

1025/198

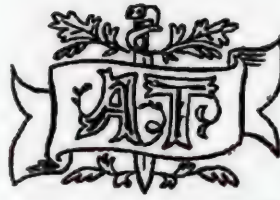
Ho Cut

1025/198

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HU
OUT

ADVENTURE TIME



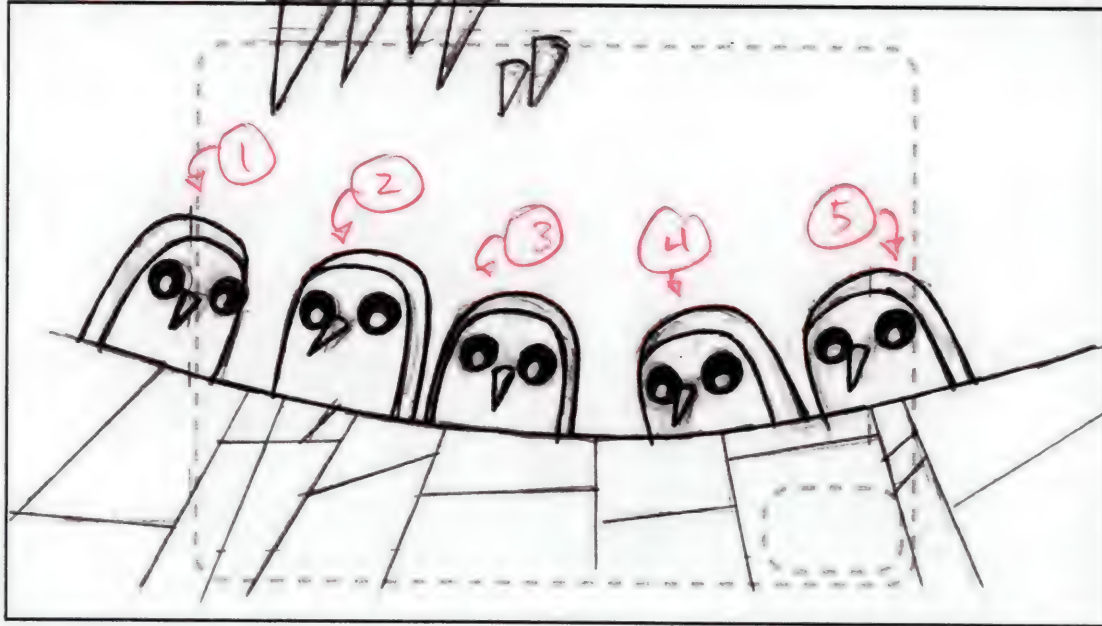
Page 193

Sc. 73

Pnl. A

Bg.

day night



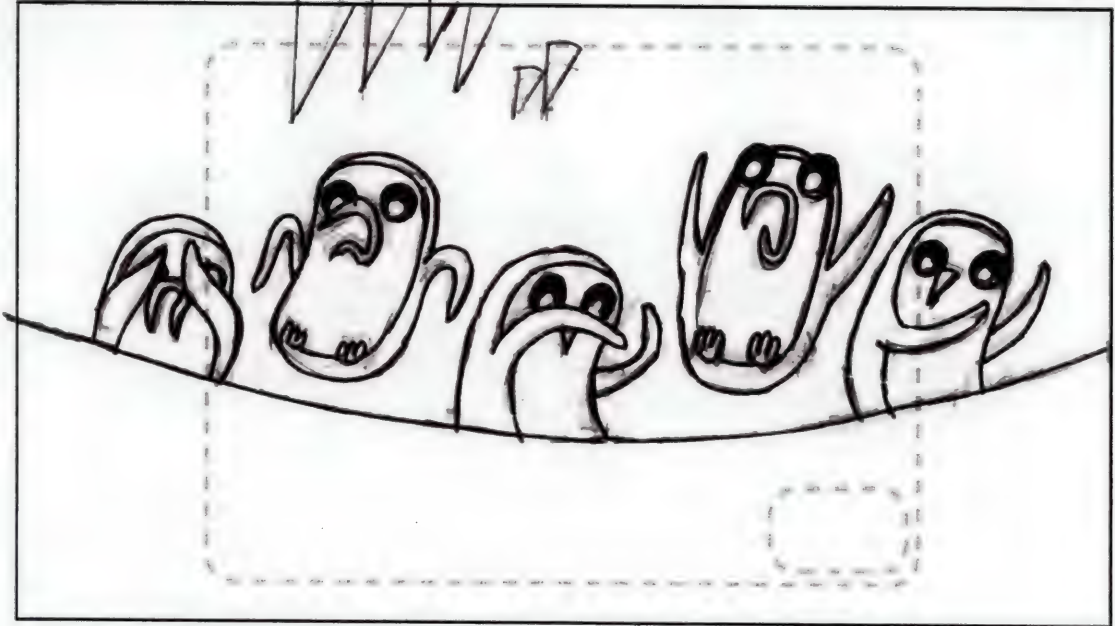
Sc. 73

cont

Pnl. B

Bg.

day night



Dialog:

PENGUINS : [SCARED WENKS]

Action:

- PENGUINS REACT W/ HORROR.

OCT 09 2014

Timing:

1025-198

EPISODE #

1025/198

Production :

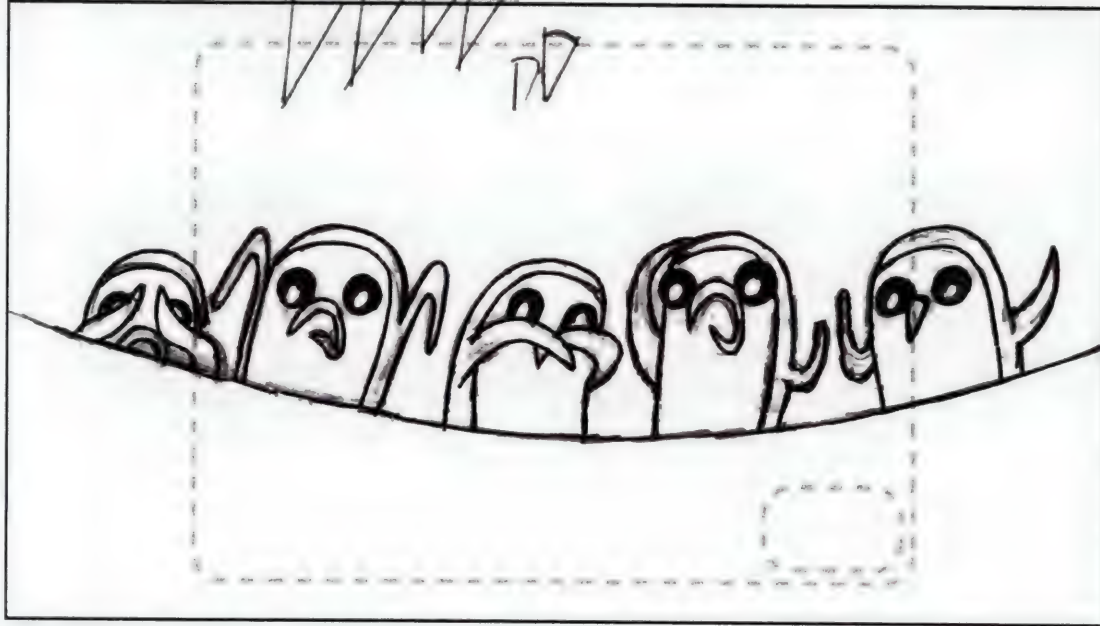
1025/198

ADVENTURE TIME

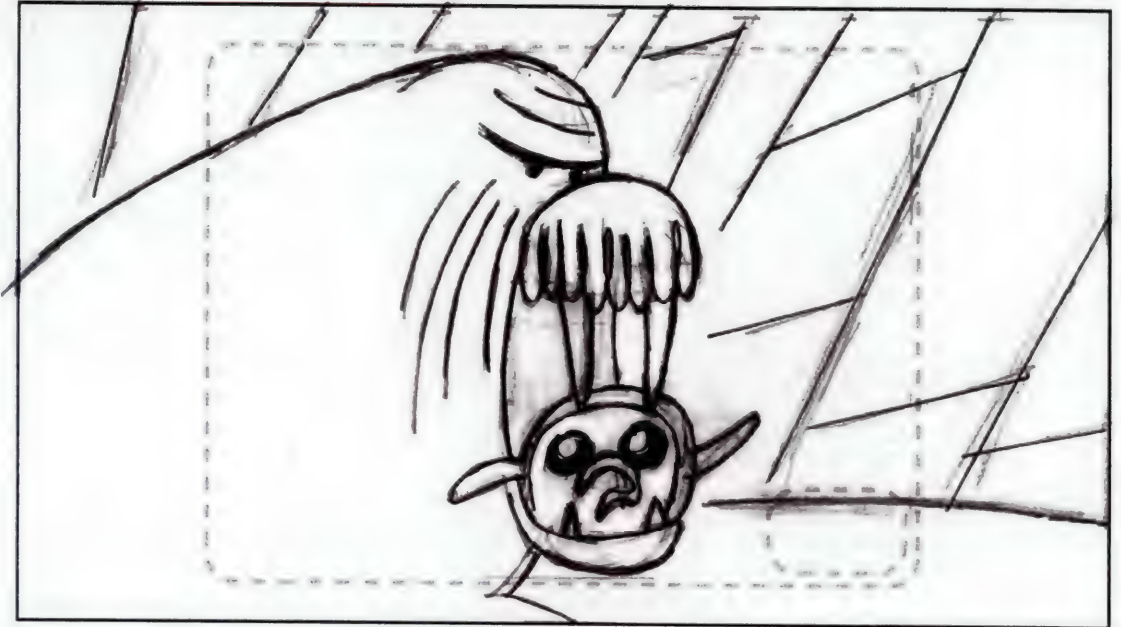


Page 194

Sc. 73 *cont* Pnl. C Bg. day night



Sc. 74 Pnl. A Bg. day night



Dialog:

ON WALRUS
GNAWING ON
GUNTER.

Action:

Timing:

OCT 09 2014

1025-198

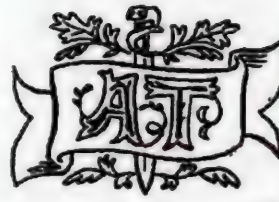
EPISODE #

1025/198

Production :

1025/198

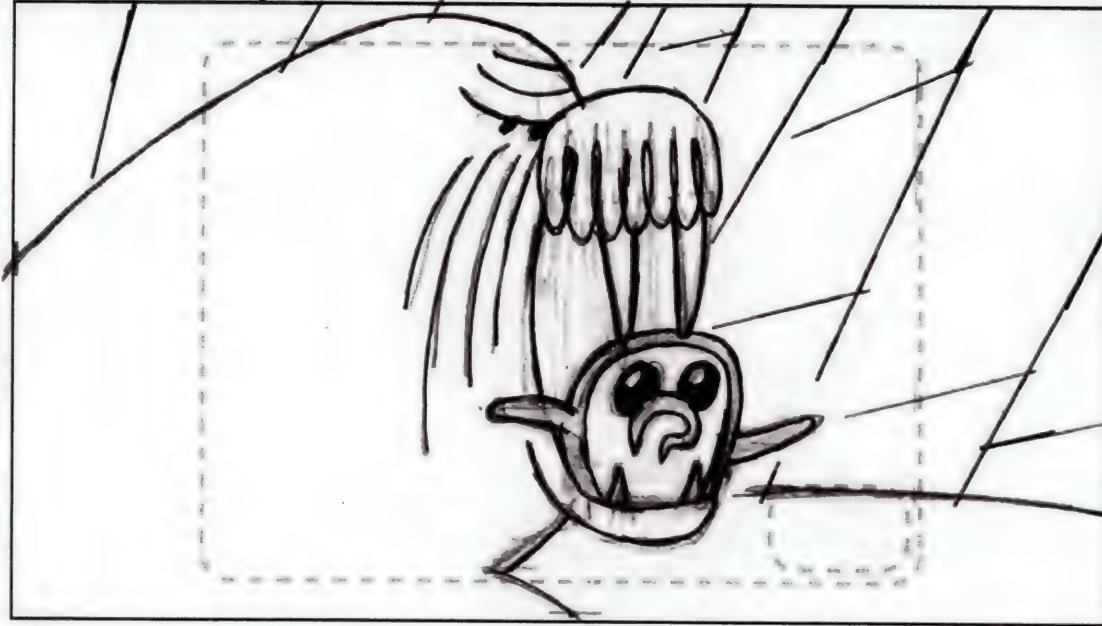
ADVENTURE TIME



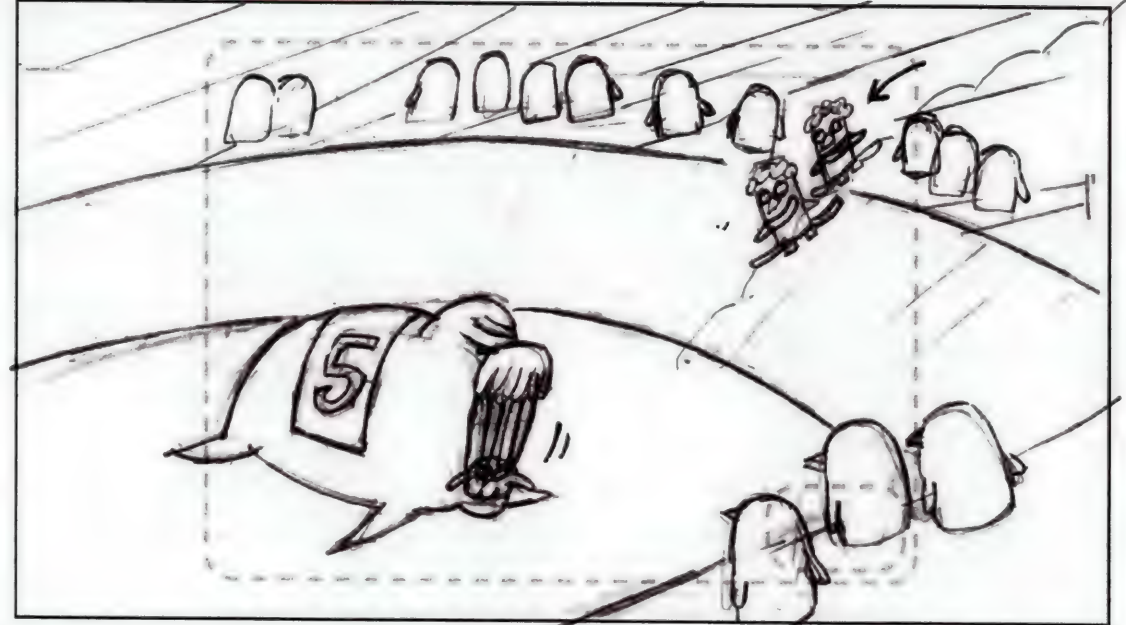
Handwritten red text: "H2 Ant"

Page 195

Sc. 74 *CONT* Pnl. B Bg. day night



Sc. 75 Pnl. A Bg. day night



Dialog:

(REPEAT
CYCLE)

TWO PENGUIN CLOWNS
ENTER THE WALRUS PIT.

Action:

Timing:



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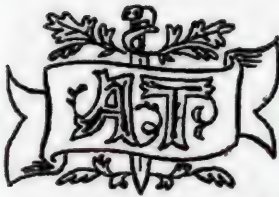
Production :

1025/198

1025/198

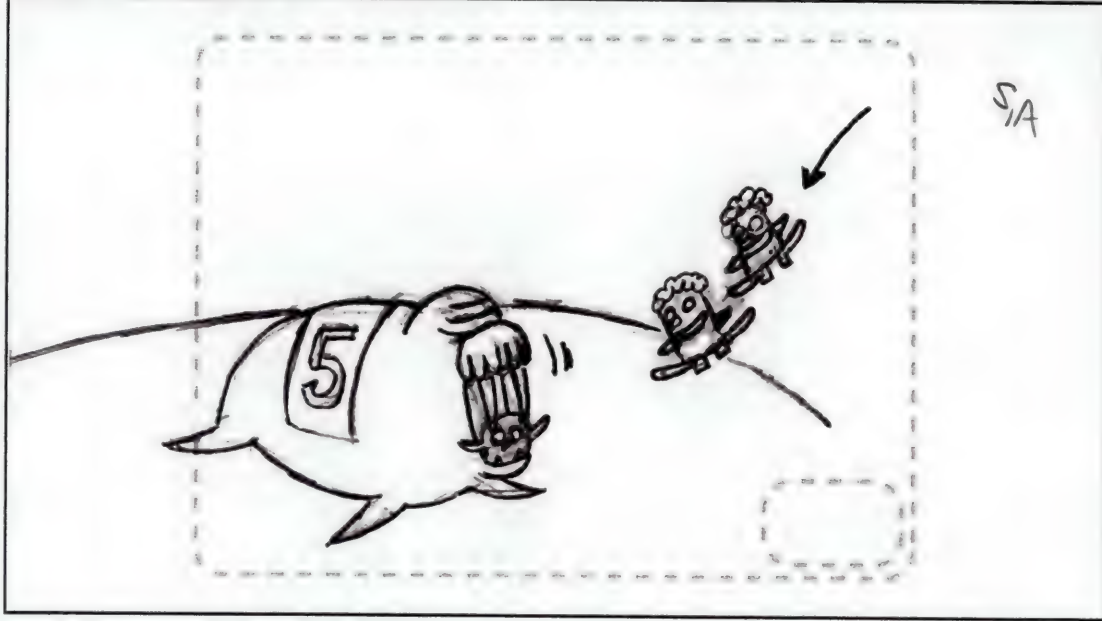
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ADVENTURE TIME

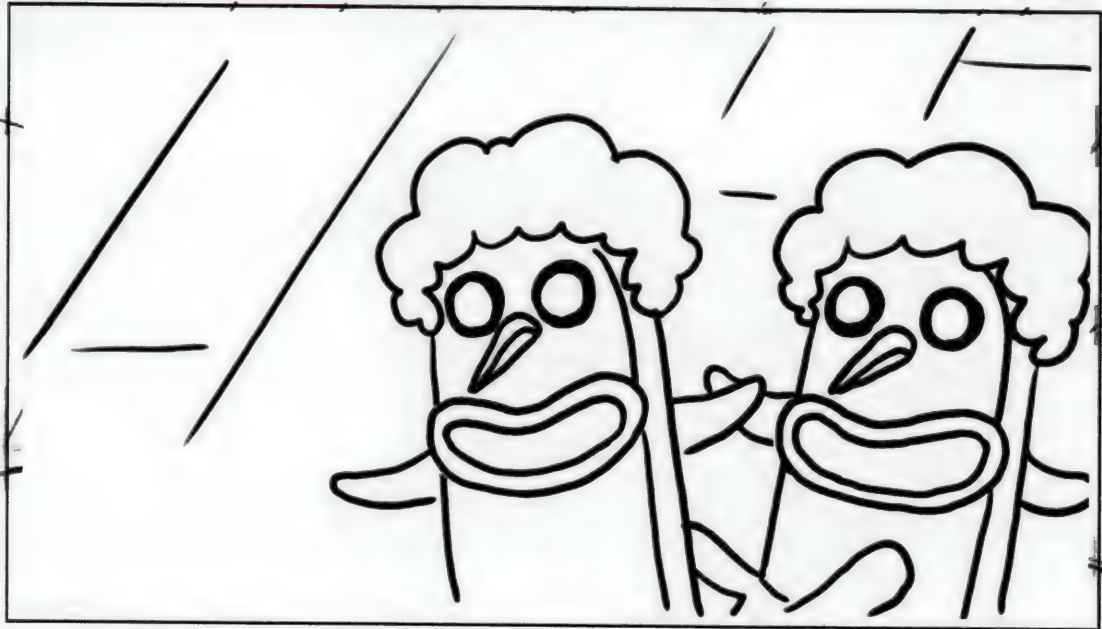


HW
Cut

Sc. 75 *cont* Pnl. B Bg. day night



Sc. 76 Pnl. A Bg. day night



Dialog:
Action: - PENGUIN CLOWNS SLIDE DOWN SLOPE.
Timing:
OCT 09 2014

EPISODE # 1025-198
Production :
1025/198

ADVENTURE TIME



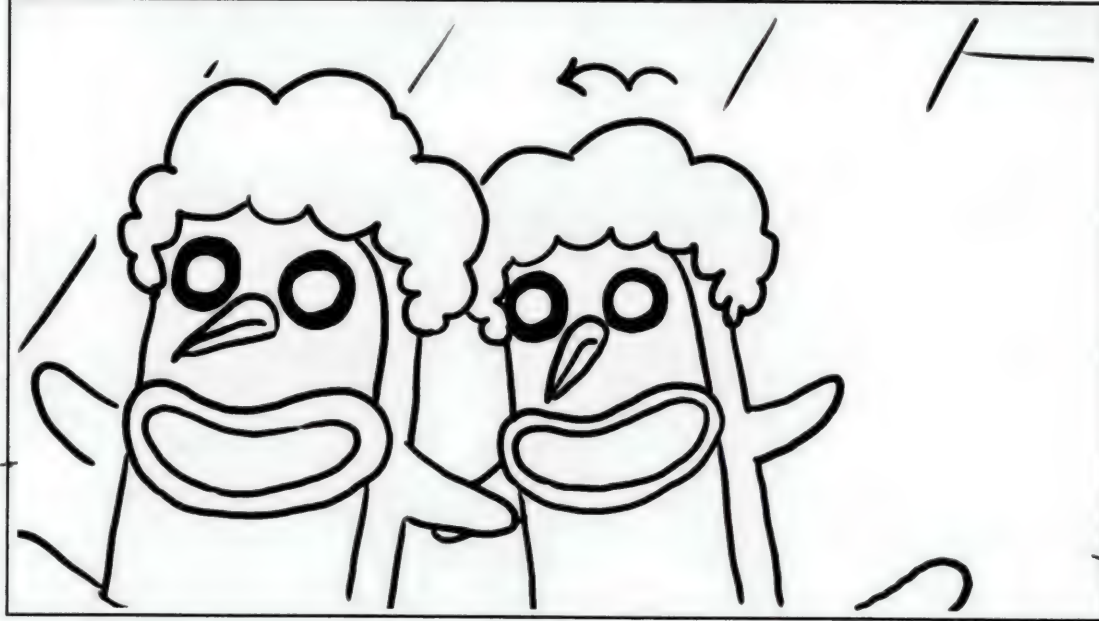
Page 197

Sc. 76 *cont*

Pnl. B

Bg.

day night



Sc. 76 *cont*

Pnl. C

Bg.

day night



Dialog:

Action:

-PENGUINS WADDLE FORWARD

Timing:

OCT 09 2014

Production :

EPISODE #

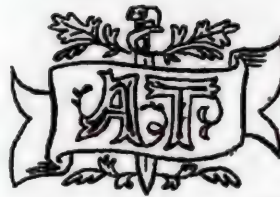
1025-198

1025/198

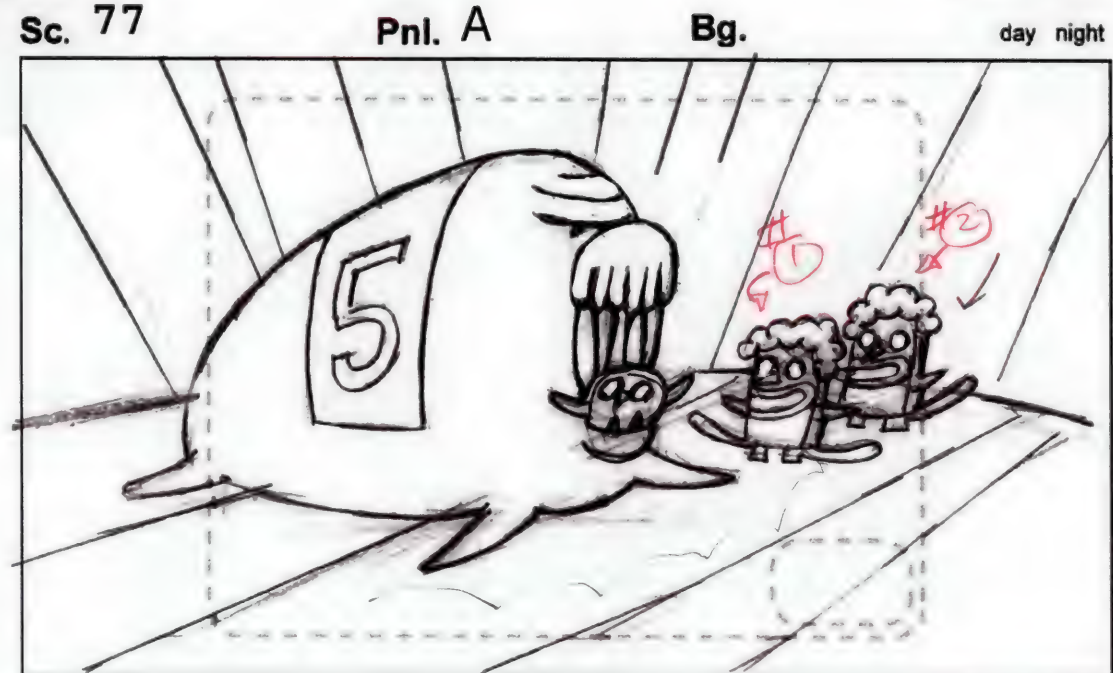
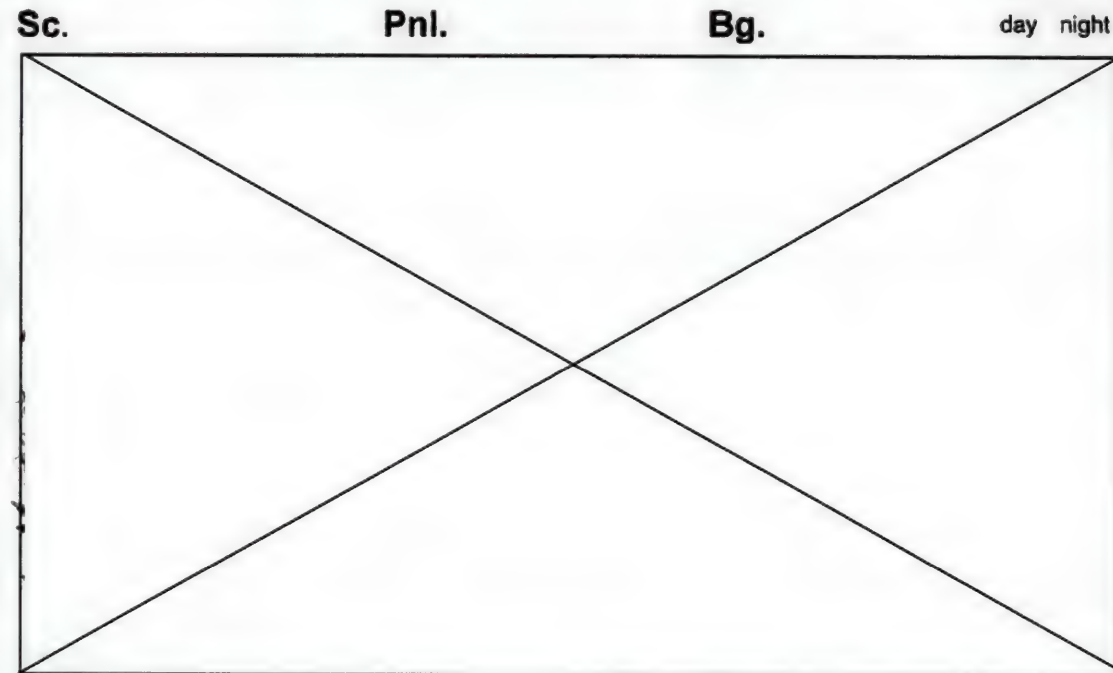
1025/198

1025/198

ADVENTURE TIME



Ho Cut



Dialog:

Action:

CLOWNS ENTER.

OCT 09 2014

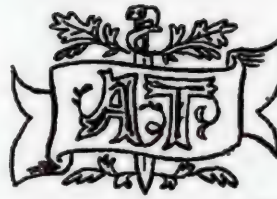
Timing:

EPISODE # 1025-198

1025/198

Production :

ADVENTURE TIME

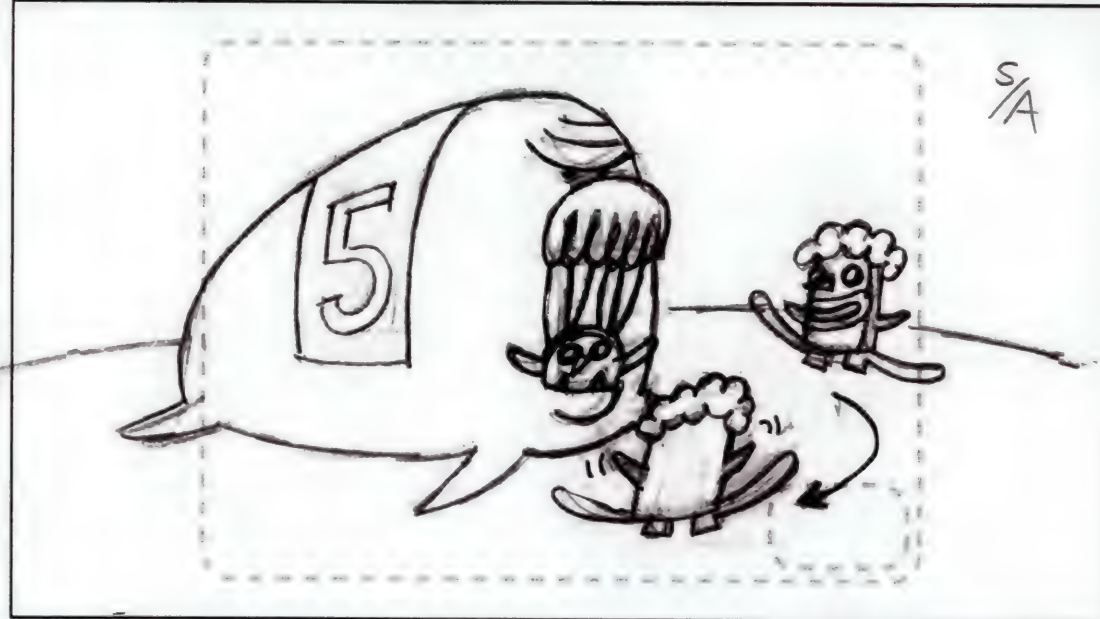


Page 199

Sc. 77 *cont* Pnl. B

Bg.

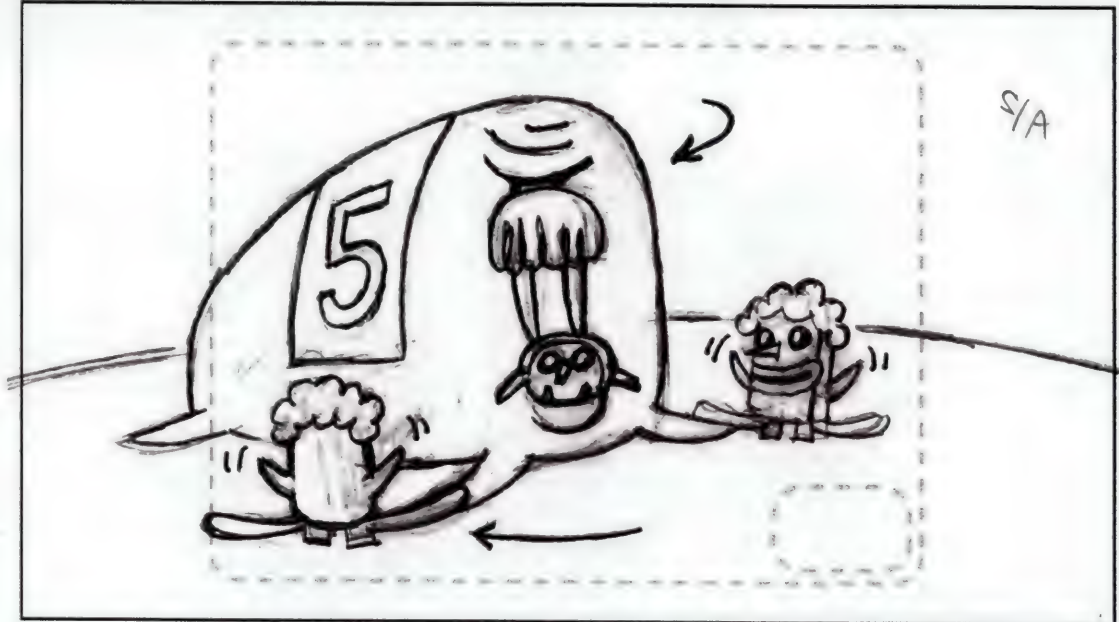
day night



Sc. 77 *cont* Pnl. C

Bg.

day night



Dialog:

Action:

— CLOWNS RUN AROUND WALRUS
TO CONFUSE AND DISTRACT IT.

OCT 09 2014

Timing:

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Production :

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1025/1998

ADVENTURE TIME



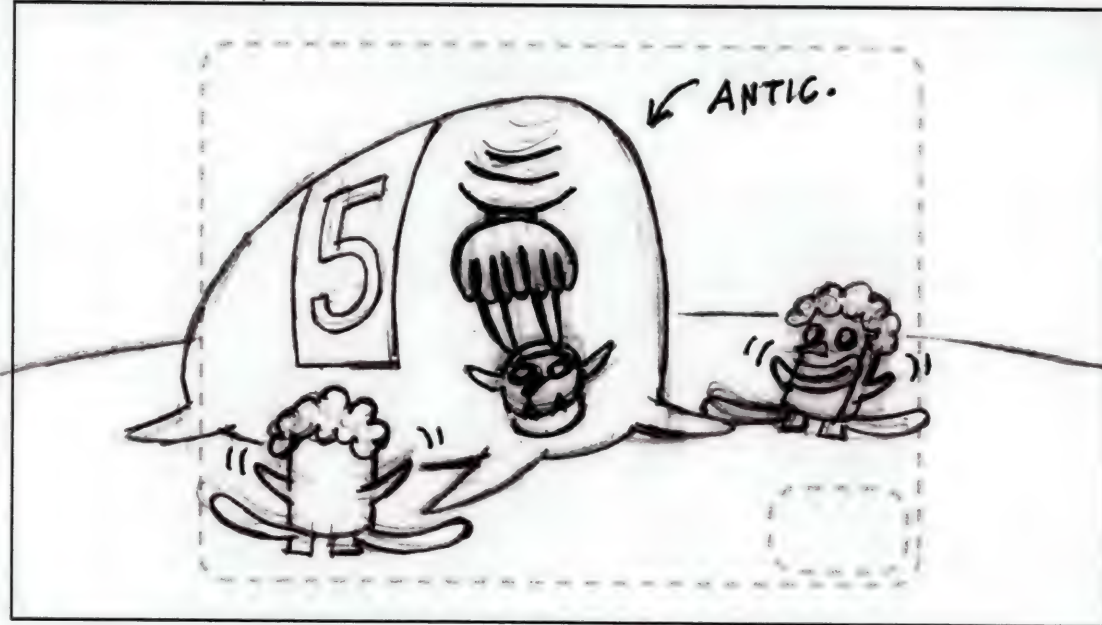
Page 200

Sc. 77 *CONT*

Pnl. D

Bg.

day night

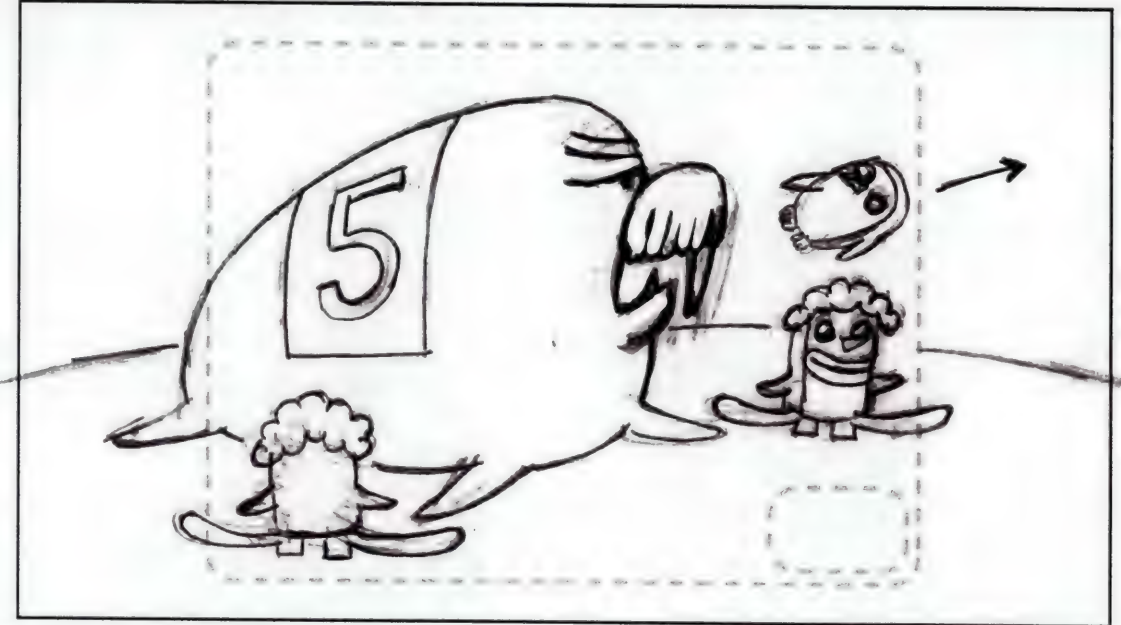


Sc. 77 *CONT*

Pnl. E

Bg.

day night



Dialog:



Action:

WALRUS TOSSES GUNTER AWAY.

OCT 09 2014

Timing:

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EPISODE #

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Production :

1025/198

ADVENTURE TIME



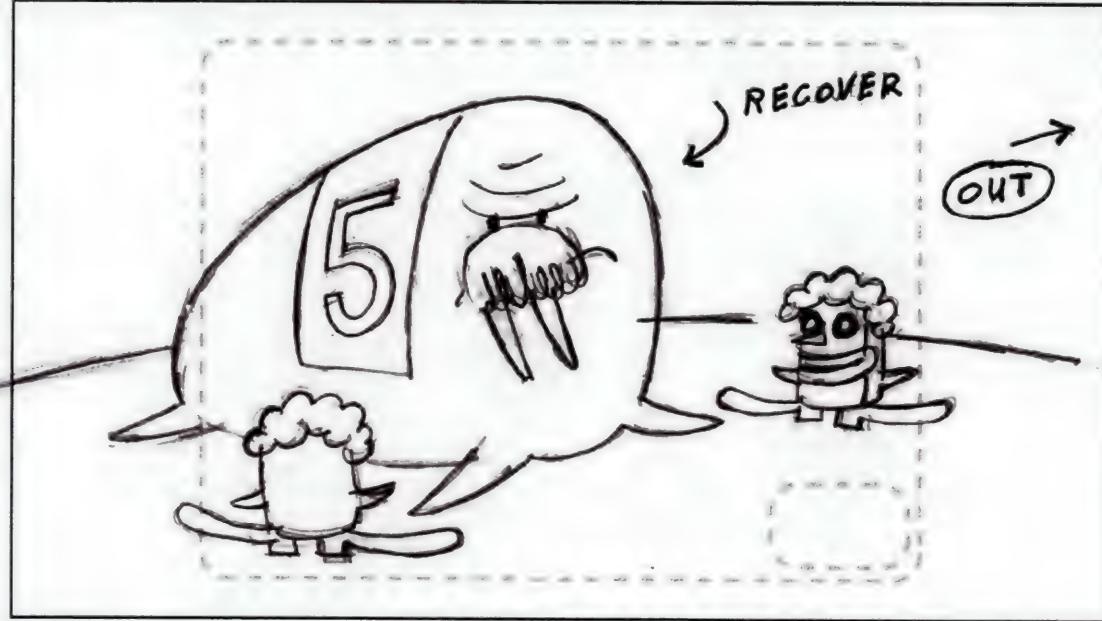
Page 201

Sc. 77 *CONT*

Pnl. F

Bg.

day night

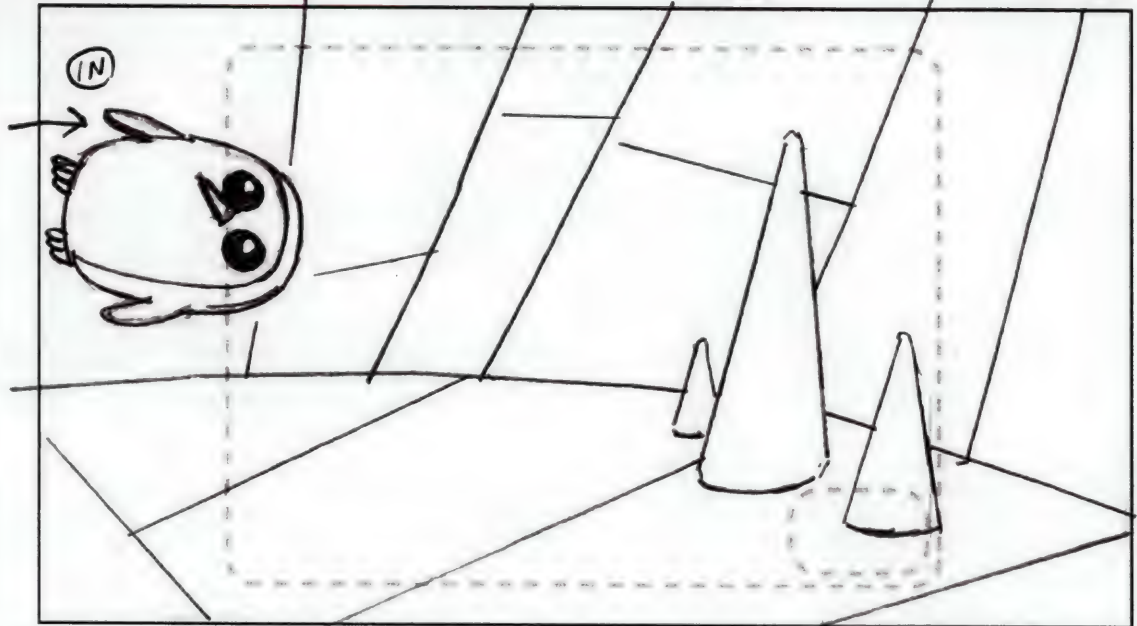


Sc. 78

Pnl. A

Bg.

day night



Dialog:

Actio

Timin



GUNTER IS
THROWN IN...

OCT 09 2014

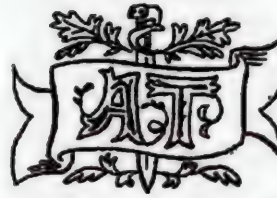
Production :

EPISODE # 1025-198

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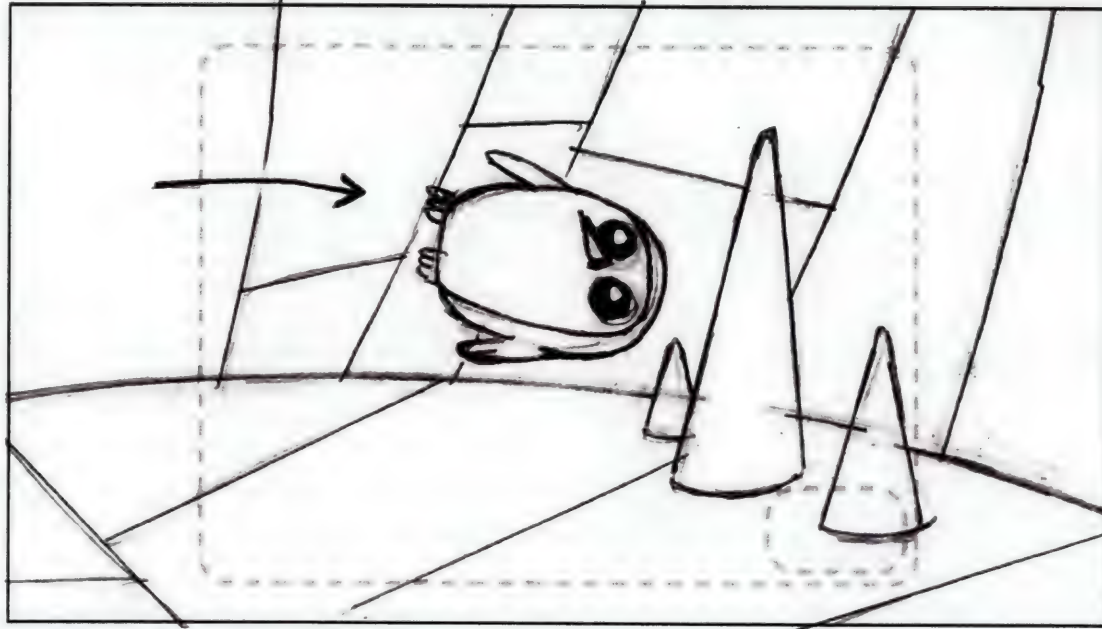
1025/198

ADVENTURE TIME

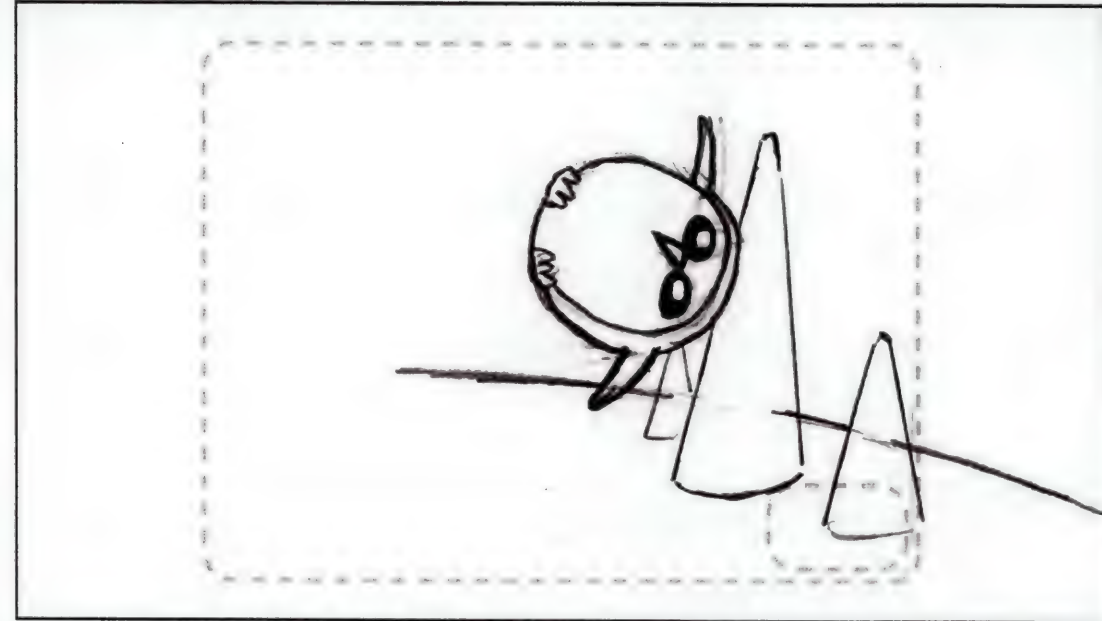


Page 202
NO PGS 203-204
day night

Sc. 78 *CONT* Pnl. B Bg. day night



Sc. 78 *CONT* Pnl. C Bg. day night



Dialog:

SFX: *BANK*

Action:

GUNTER HITS
FLOORICLE
(FLOOR ICICLE)

OCT 09 2014

Timing:

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Production :

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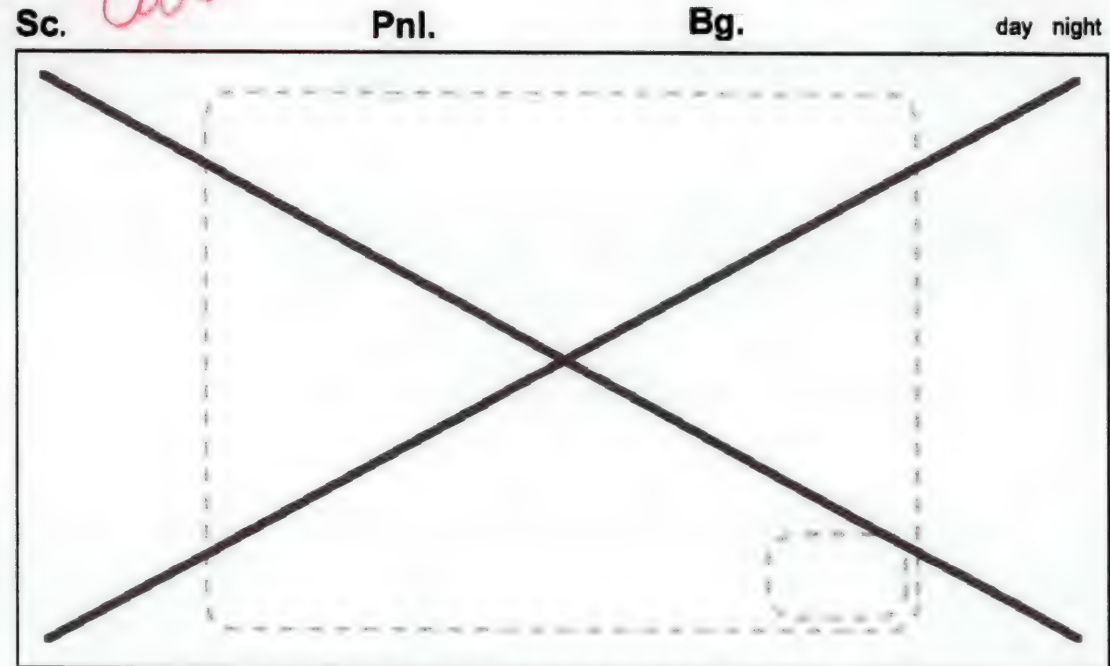
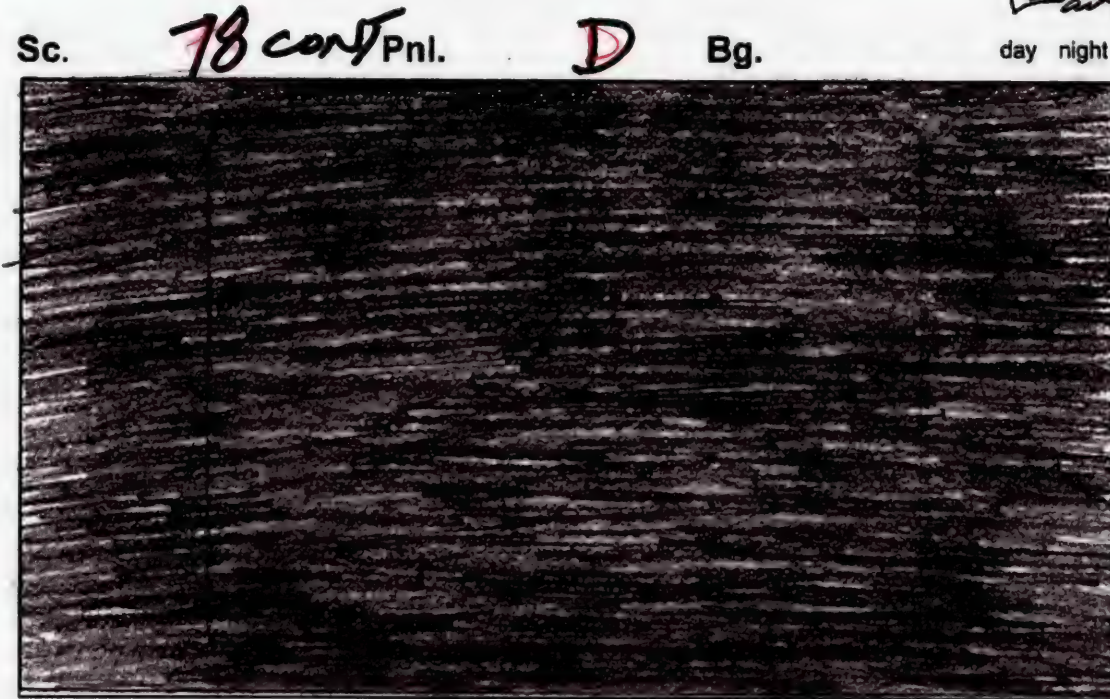
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ADVENTURE TIME



Hi
Cut

Page 205



Dialog:

Black Frame

Action:

OCT 09 2014

Timing:

EPISODE # 1025-198

Production :

1025/198

1025/198

Hu
dust

ADVENTURE TIME



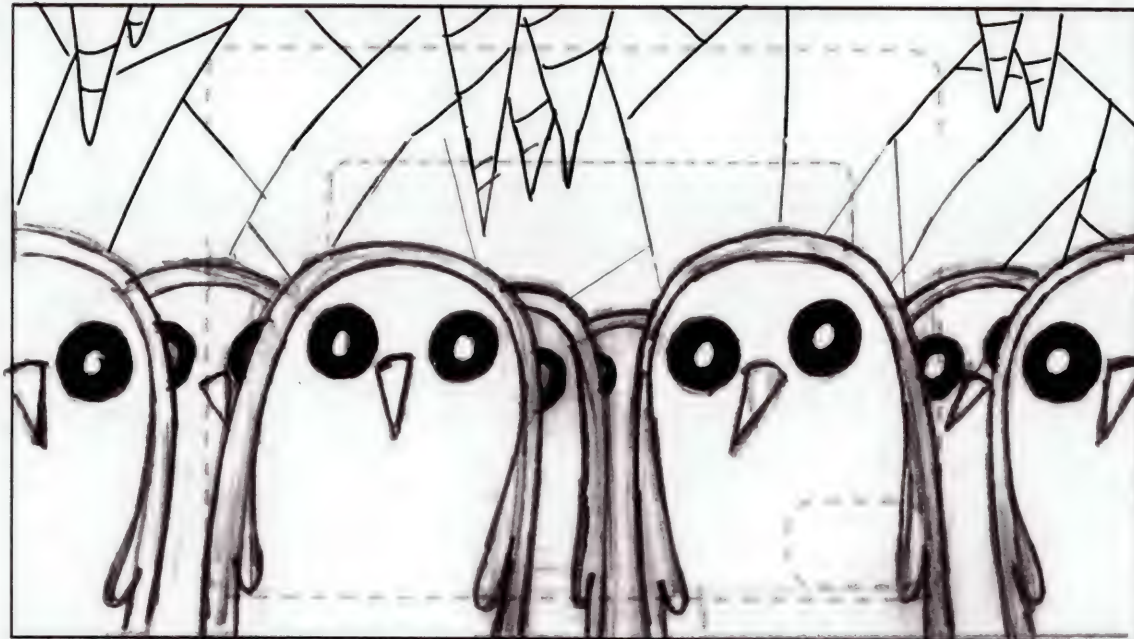
Page 206

Sc. 81

Pnl. A

Bg.

day night



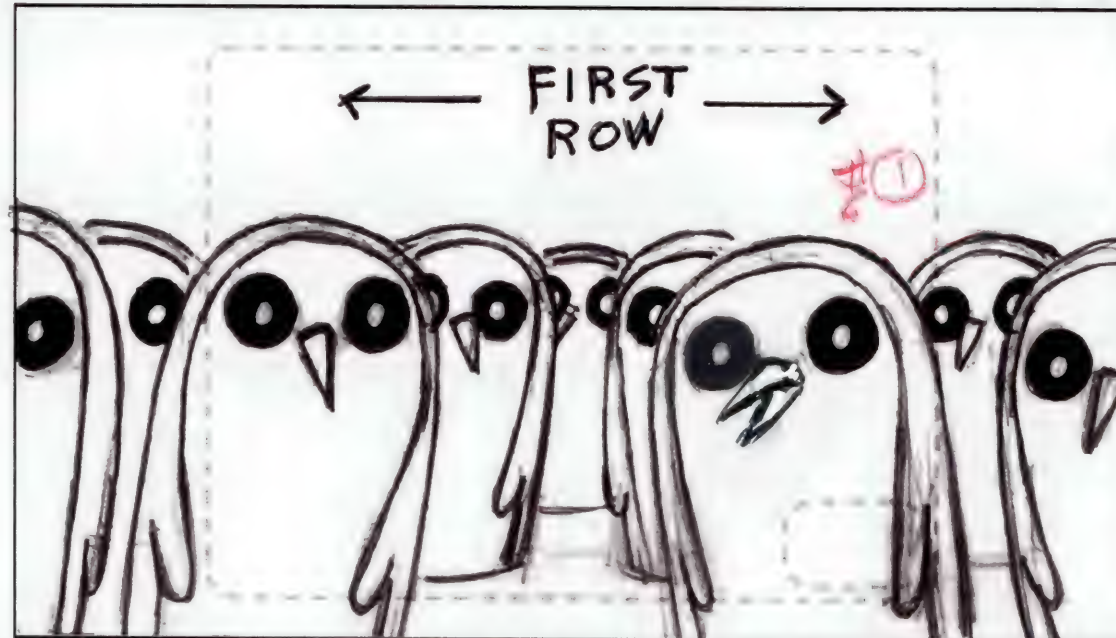
Sc. 81

cont

Pnl. B

Bg.

day night

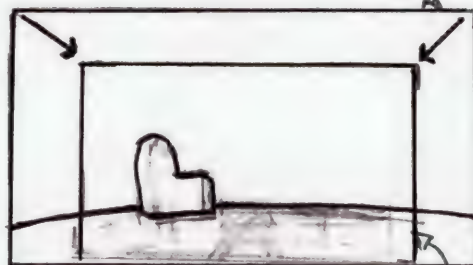


Dialog:

Action: -- FADE ON THREE LAYERS OF PENGUINS. (A) S/A

-- TRUCK IN ON BG.

-- PULL PENGUINS OUT OF
SCREEN DURING TRUCK IN.



truck in
thru sc

(G) S/A

Multi-plane

Set-up w/ varied pans (overlap)

w/ truck in thru sc

& pan levels out ← →

OCT 09 2014

Production :

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ADVENTURE TIME



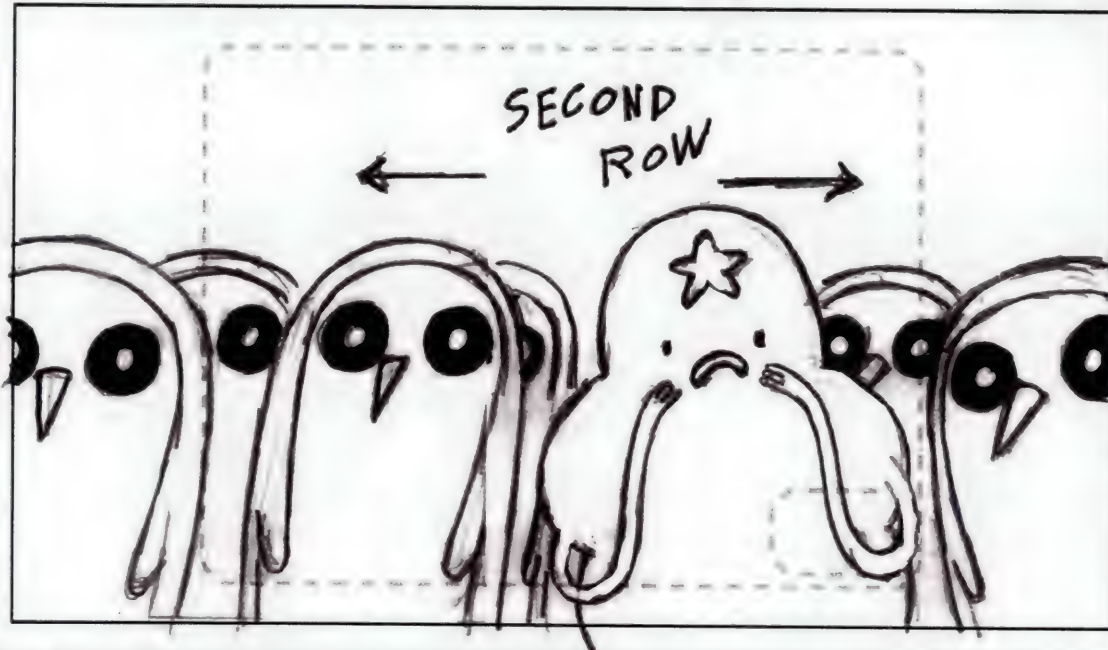
Page 207

Sc. 81 *cont*

Pnl. C

Bg.

day night

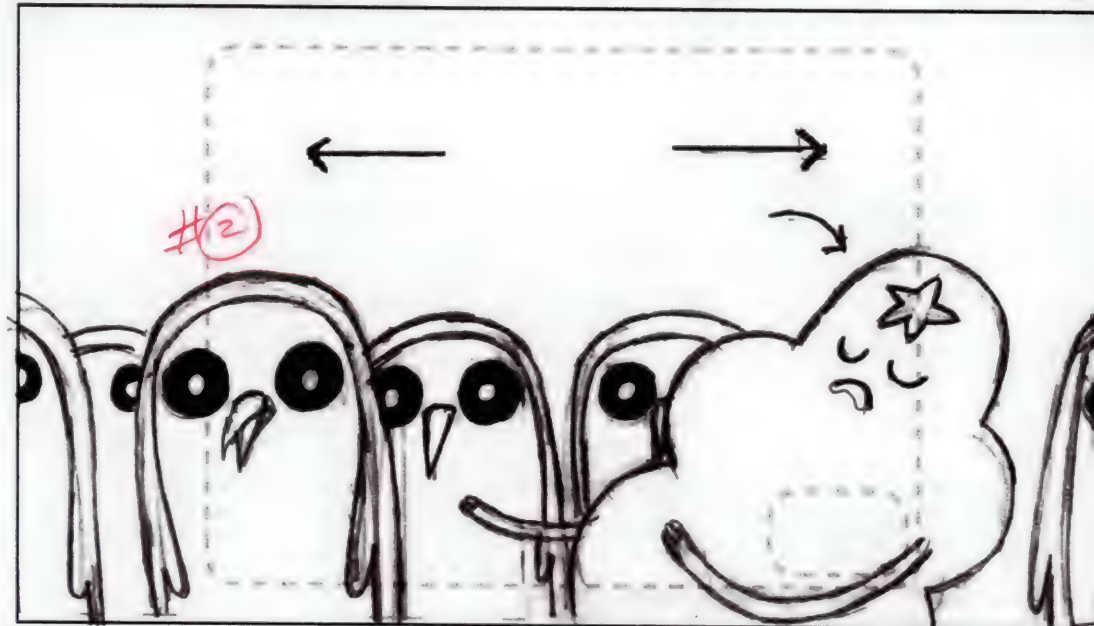


Sc. 81 *cont*

Pnl. D

Bg.

day night



Dialog:

LSP : [SWAON]

Action:

LSP FAINTS!

OCT 09 2014

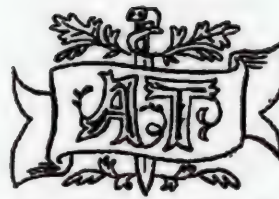
Timing:

EPISODE # 1025-198

Production :

1025/198

ADVENTURE TIME



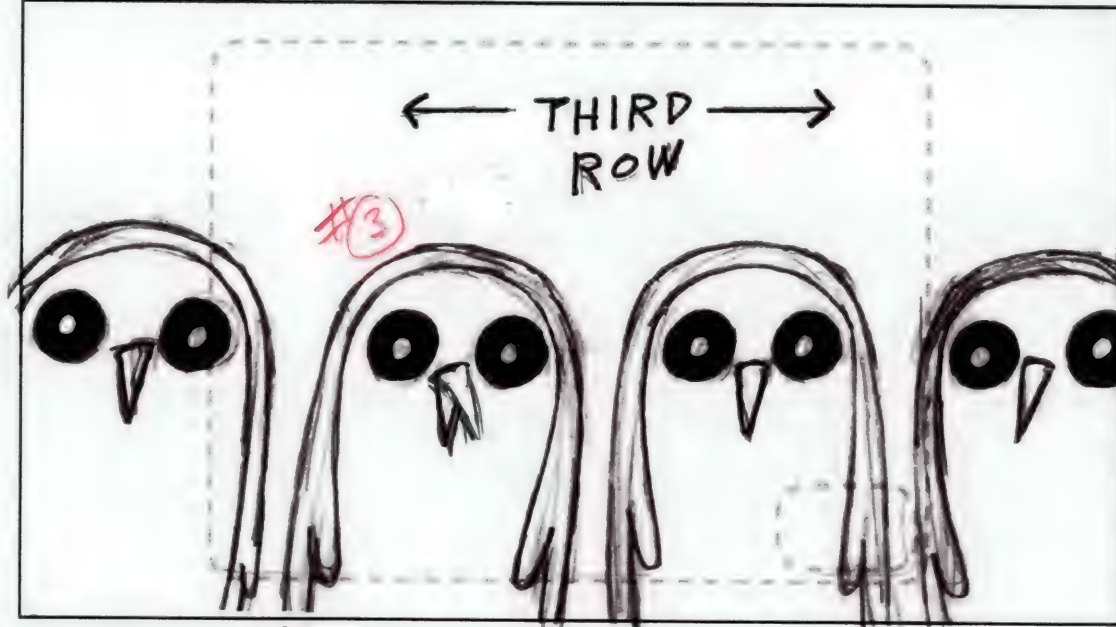
Page **208**

Sc. 81 *cont*

Pnl. E

Bg.

day night

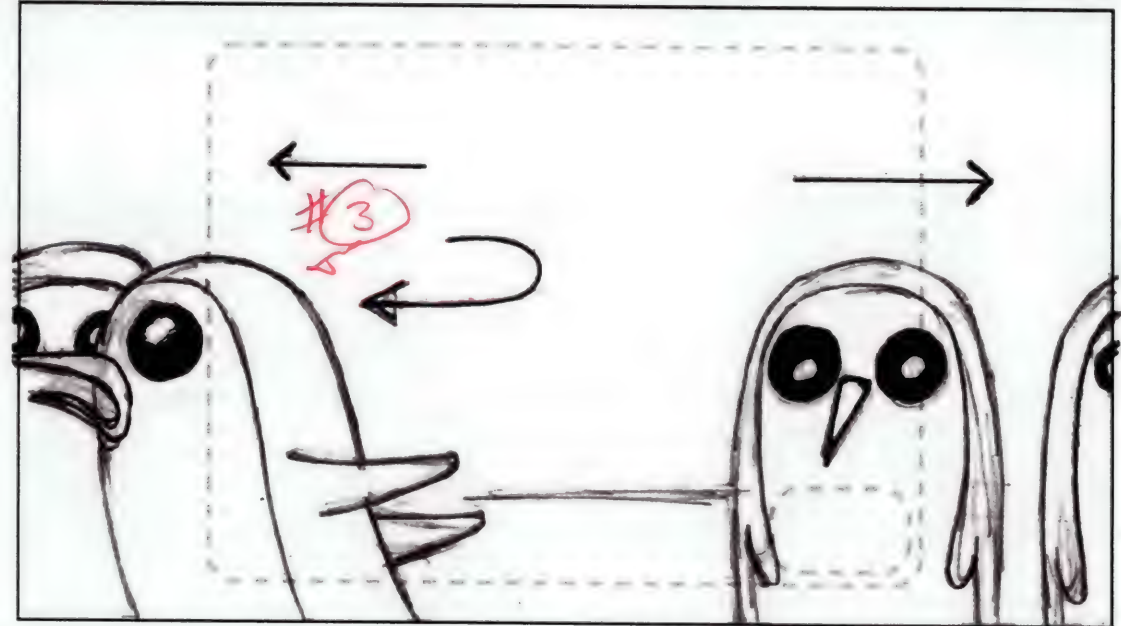


Sc. 81 *cont*

Pnl. F

Bg.

day night



Dialog:

P: [SCARED WENKS]

Action:

ONE PENGUIN
RUNS OUT.

OCT 09 2014

Timing:

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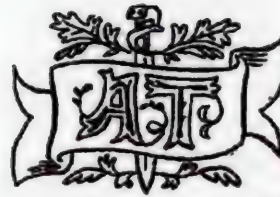
EPISODE #

1025/198

Production :

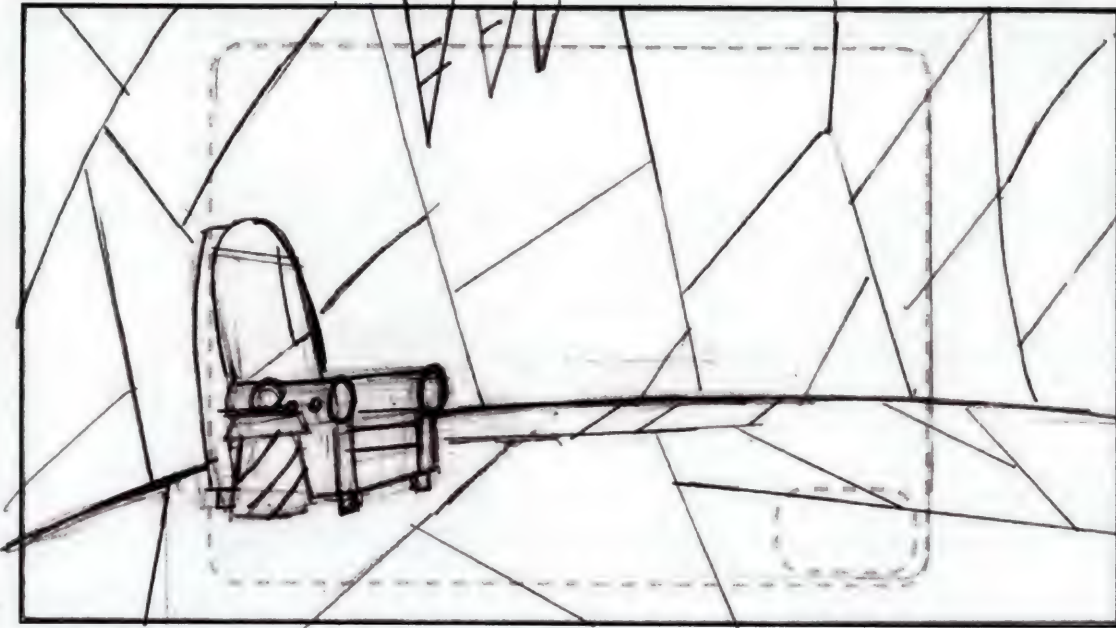
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ADVENTURE TIME



Page 209

Sc. 81 *cont* Pnl. G Bg. day night



Sc. 82 Pnl. A Bg. day night



Dialog:

Action:

ON GUNTER WALKING.

OCT 09 2014

Timing:

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Production :

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ADVENTURE TIME



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Sc. 82 *cont* Pnl. B Bg. day night



Sc. 82 *cont* Pnl. C Bg. day night



Dialog:	
Action:	A COUPLE OF HORRIFIED PENGUINS PAN THROUGH IN THE BACKGROUND.
Timing:	OCT 09 2014

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Production :

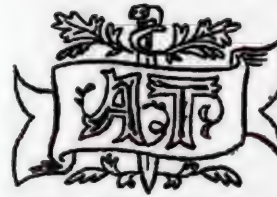
1025/198

1025/198

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ADVENTURE TIME



Hu Cut

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Hu Cut

Sc. 82 *CONT*

Pnl. D

Bg.

day night



Sc. 83

Pnl. A

Bg.

day night



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EPISODE #

1025/198

Dialog:

Action:

GUNTER STOPS WALKING,
IN THE MIDDLE OF THE ROOM. OCT 09 2014

Timing:

(A)



Production :

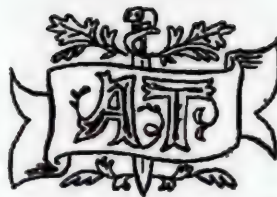
1025/198

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1025/198

Ho
cut

ADVENTURE TIME



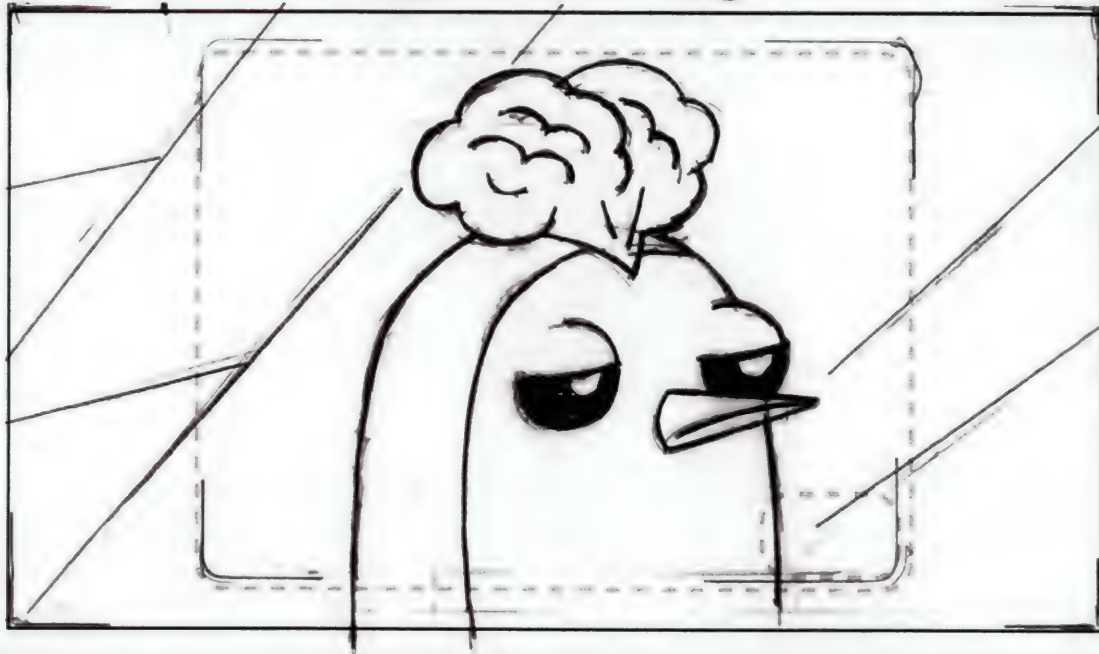
Page 212

Sc. 84

Pnl. A

Bg.

day night



Sc. 84

cut

Pnl. B

Bg.

day night



Dialog:

SOUND:
W000-0000

Action:

ON GUNTER (HE'S JUST
STANDING THERE).

OCT 09 2014

Timing:

EPISODE # 1025-198

1025/198

Production :

1025/108

ADVENTURE TIME



Page 213

Sc. 84 *cont* Pnl. C Bg. day night



Sc. 84 *cont* Pnl. D Bg. day night



Dialog:	<p><u>SOUND:</u> 00000 ORGALORGORLOR</p>	
Action:	<p>BRAIN PULSATES.</p>	<p>- GUNTGR GRABS TEMPLES.</p>
Timing:	<p>OCT 09 2014</p>	

cut

1025-198

EPISODE #

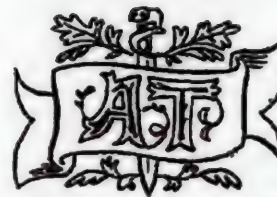
1025/198

Production :

1025/198

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ADVENTURE TIME

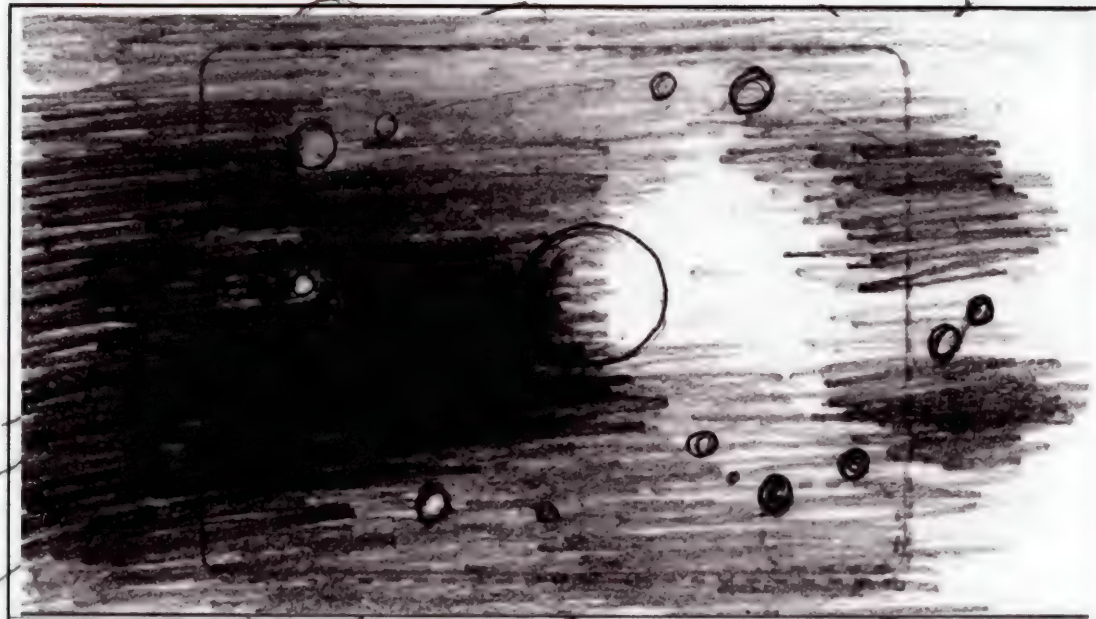
Page 214

Sc. 85

Pnl. A

Bg.

day night

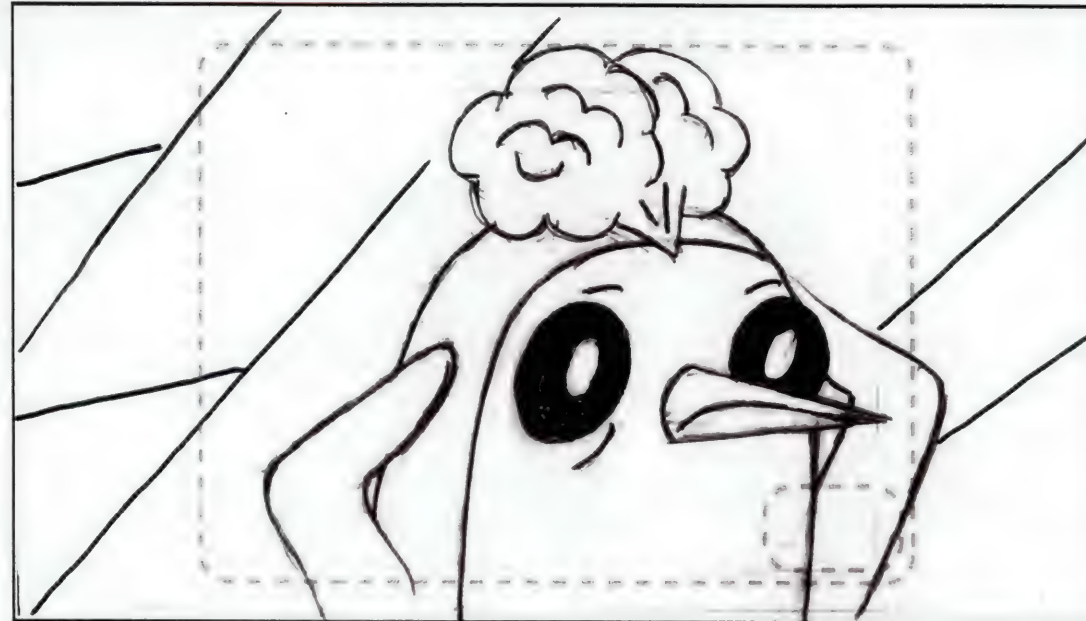


Sc. 86

Pnl. A

Bg.

day night



Dialog:

Action:

VIEW OF A PLANET
[IN GUNTER'S MIND'S EYE]

NOW HIS HEAD STOPS
THROBBING.

OCT 09 2014

Timing:

EPISODE # 1025-198

1025/198

Production :

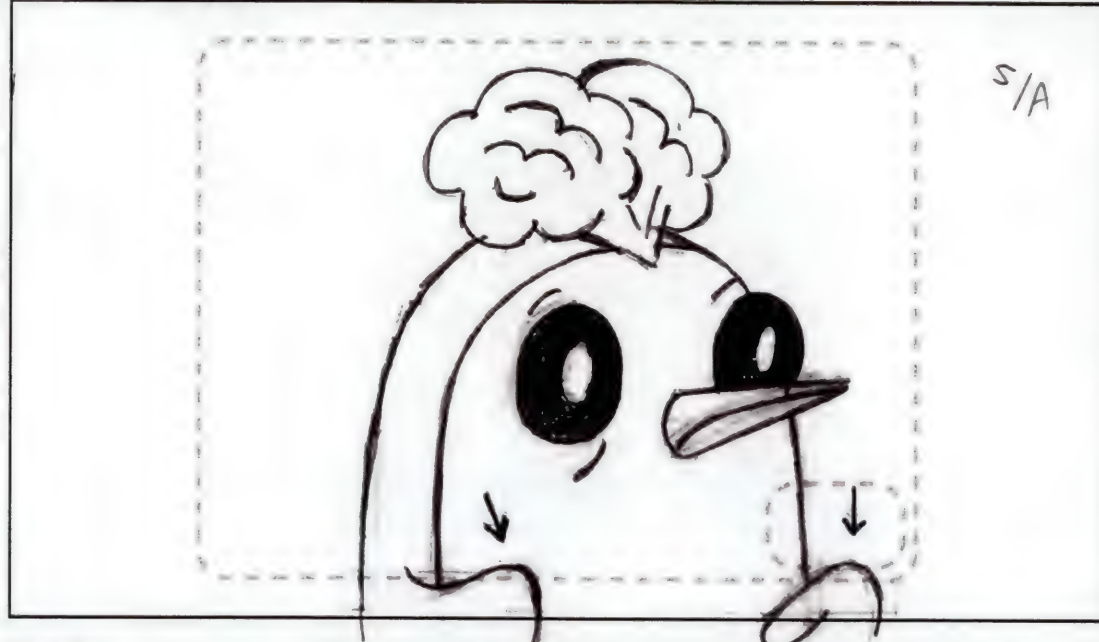
1025/198

ADVENTURE TIME



Page 215

Sc. 86 *CONT* Pnl. B Bg. day night



Sc. 86 *CONT* Pnl. C Bg. day night



Dialog:

Action:

GUNTER SETTLES

OCT 09 2014

Timing:

1025-198

EPISODE #

1025/198

Production :

1025/198

ADVENTURE TIME



Hi Cut

Page **216**

Sc. 86 *CONT*

Pnl. D

Bg.

day night



Sc. 87

Pnl. A

Bg.

day night



Dialog:

Action:

GUNTER WALKS OUT.

(START SCENE DURING ACTION.)
GUNTER IS WALKING OUT.

Timing:

OCT 09 2014

Production :

EPISODE #

1025-198

1025/198

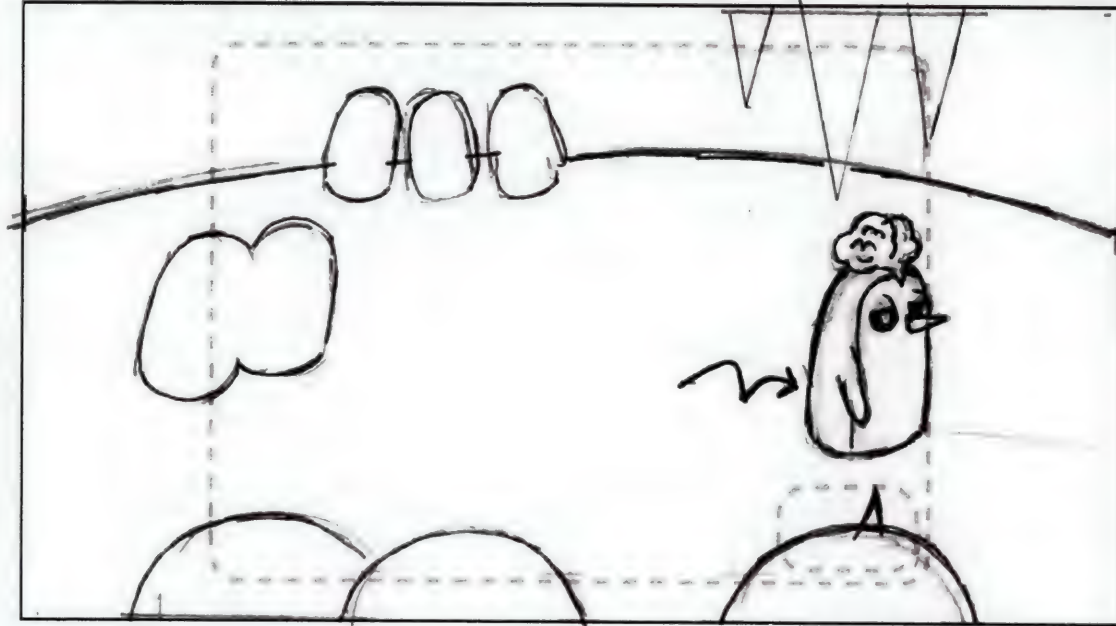
1025/198

ADVENTURE TIME

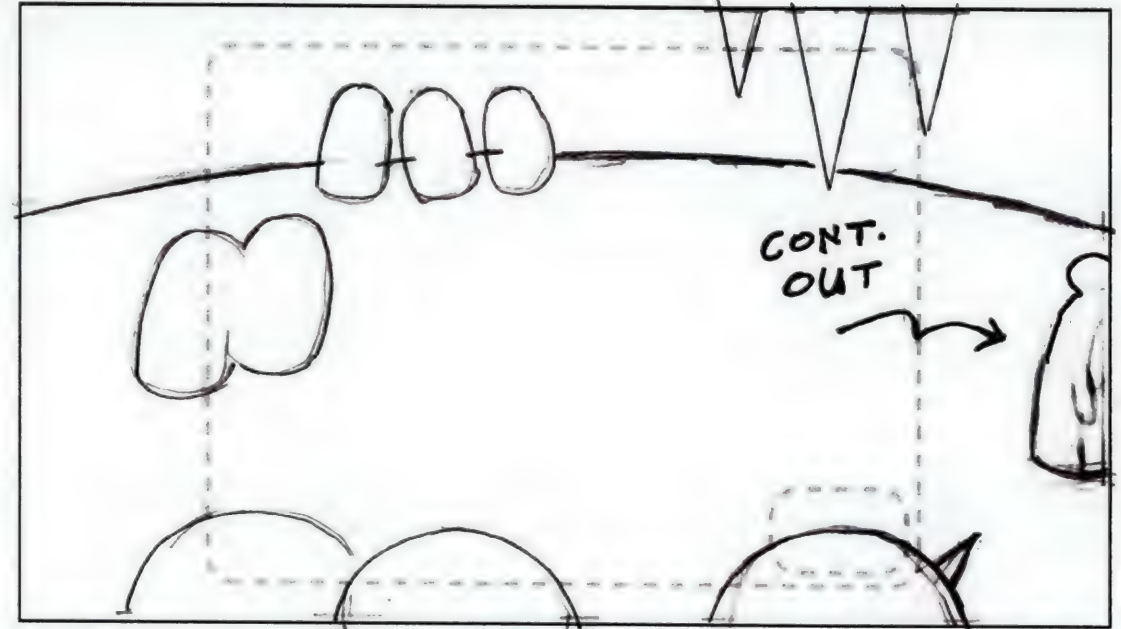


Page 217

Sc. 87 *cont* Pnl. B Bg. day night



Sc. 87 *cont* Pnl. C Bg. day night



Dialog:

Action:

- GUNTER WALKS OFF/S.

OCT 09 2014

Timing:

1025-198

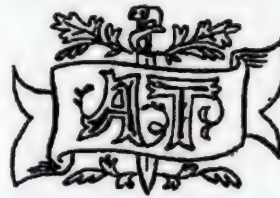
EPISODE #

1025/198

Production :

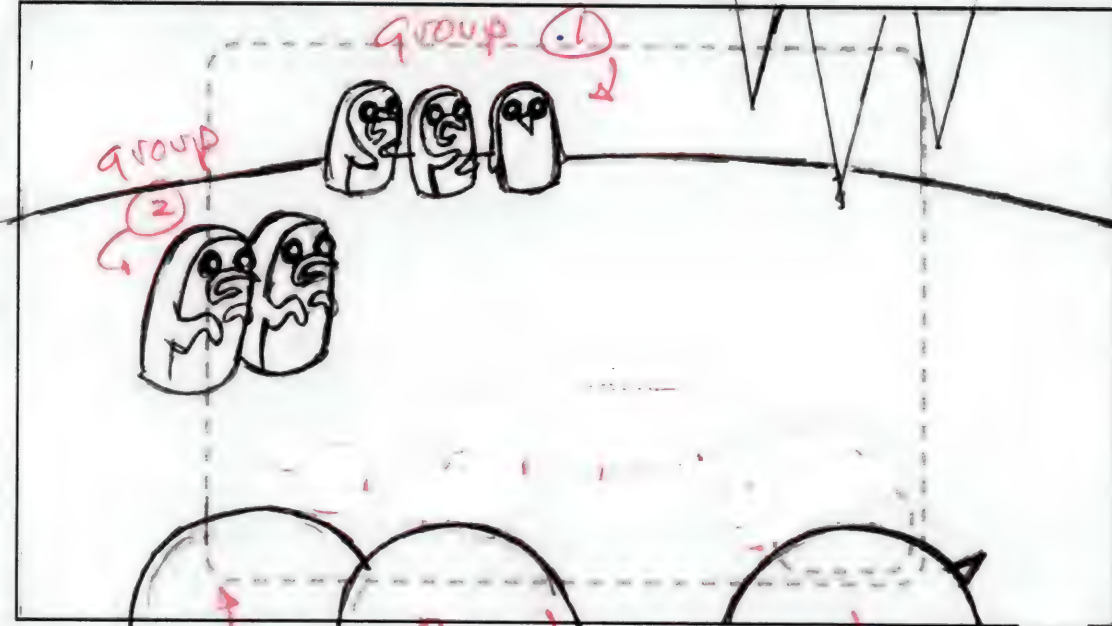
1025/198

ADVENTURE TIME



Page 218

Sc. 87 *cont* Pnl. D Bg. day night

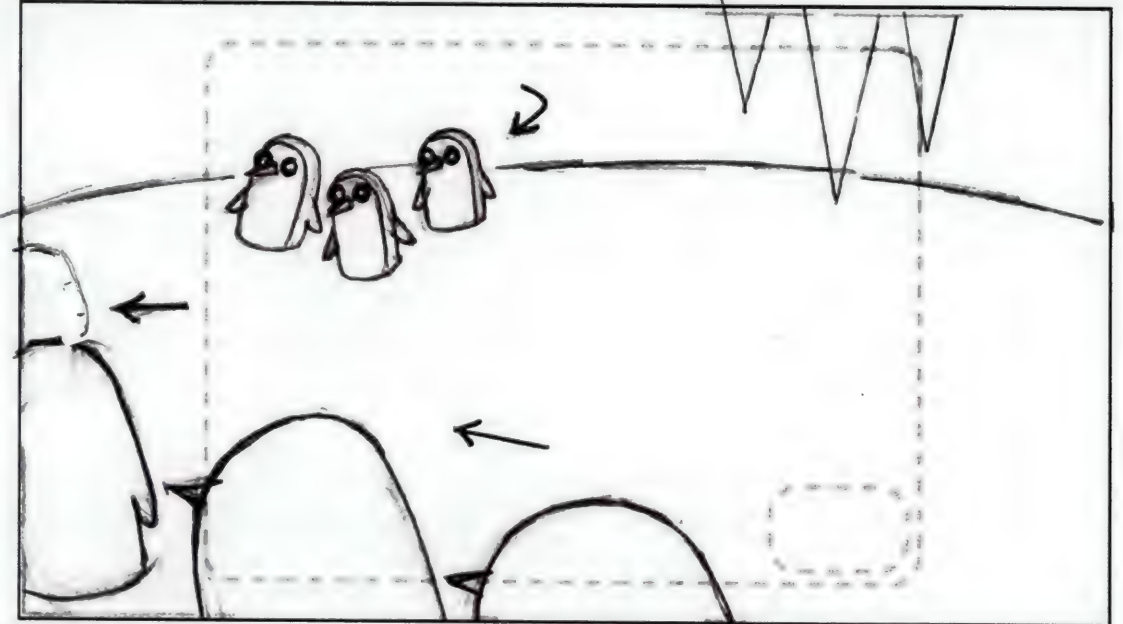


Dialog: #3 #4 #5

Action: (HOLD ON PENGUINS FOR A BEAT)

Timing:

Sc. 87 *CONT* Pnl. E Bg. day night



PENGUINS: WENK WENK! ...
(FURTIVELY)

PENGUINS SCRAM
(THEY LEAVE THE ROOM)

OCT 09 2014

1025-198

EPISODE #

1025/198

Production :

1025/198

ADVENTURE TIME



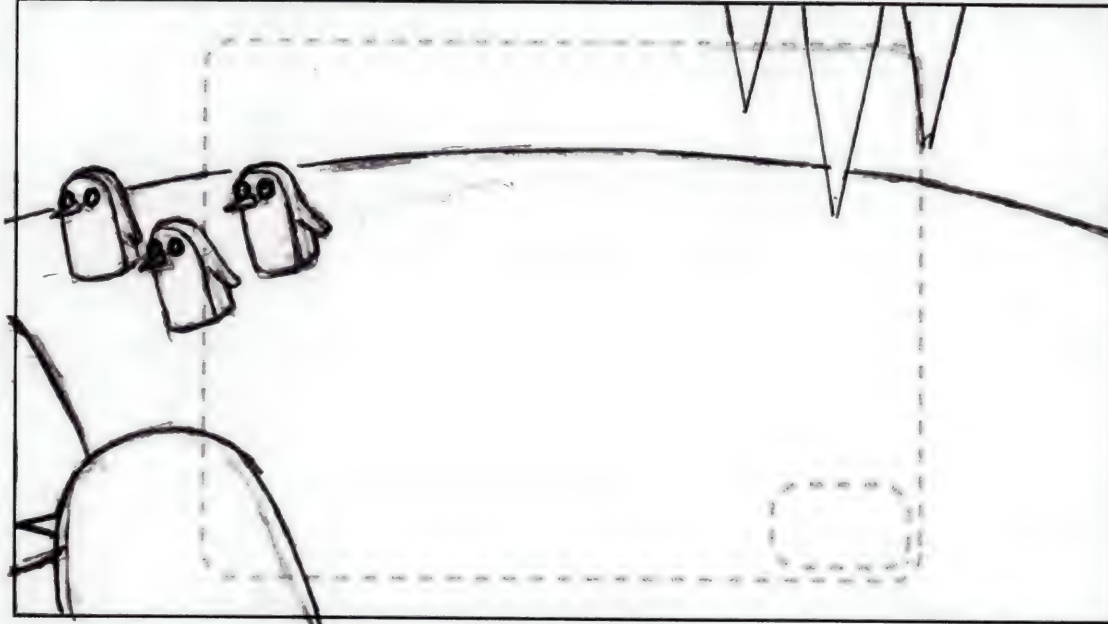
Page 219

Sc. 87 *CONT*

Pnl. F

Bg.

day night

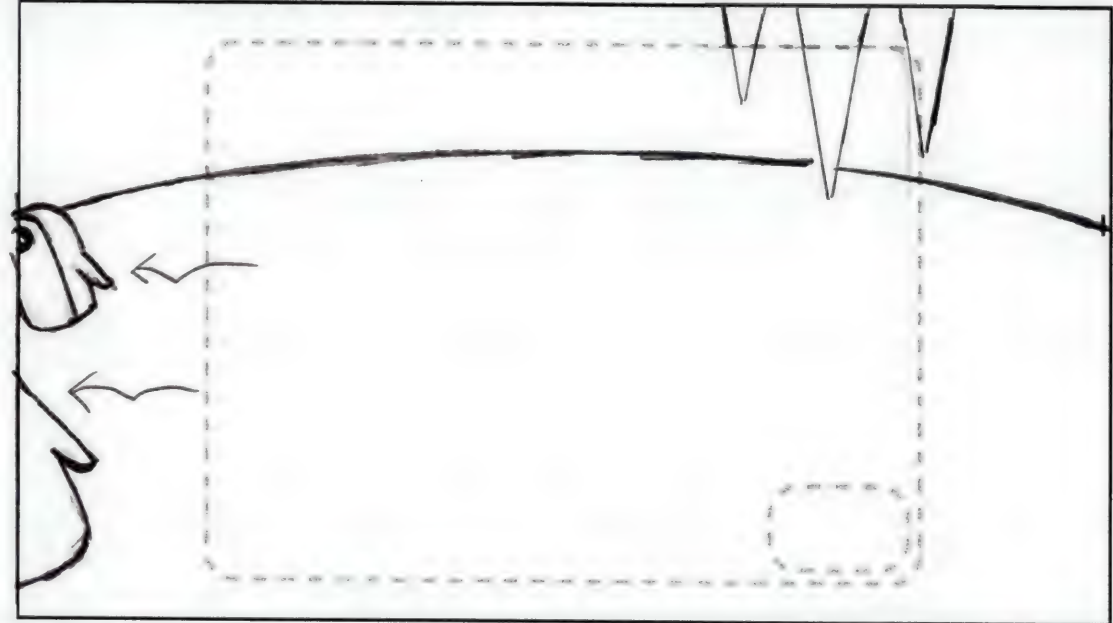


Sc. 87 *CONT*

Pnl. G

Bg.

day night



Dialog:

PENGUINS ... WENK WENK ...

... WENK WENK ...

Action:

- PENGUINS CLEAR OUT.

OCT 09 2014

Timing:

Cont

1025-198

EPISODE #

1025/198

Production :

1025/198

ADVENTURE TIME



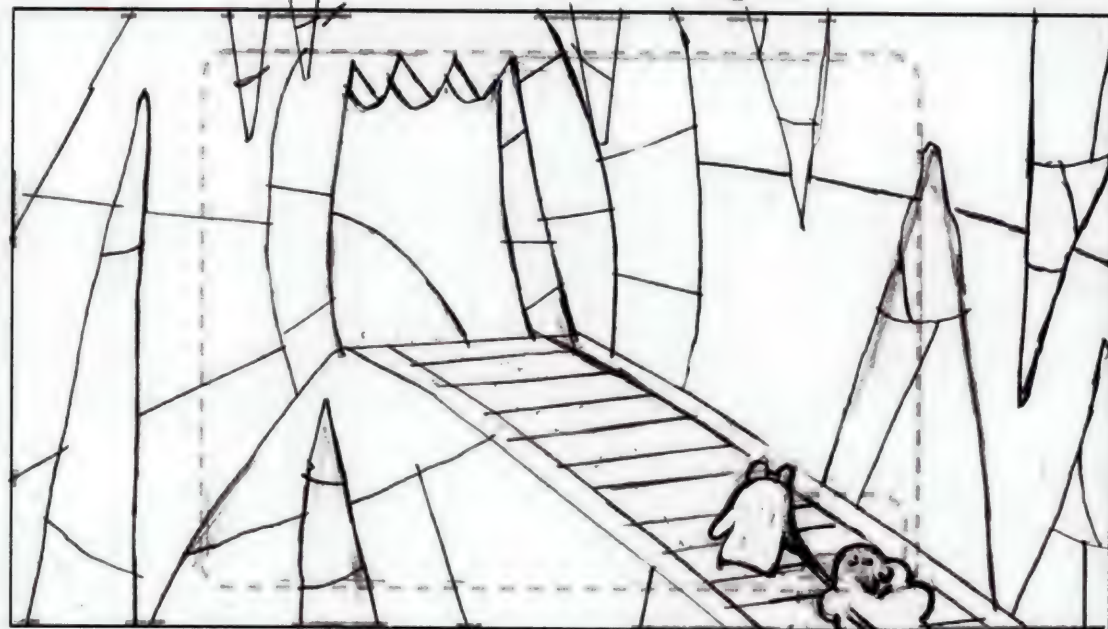
Page 220

Sc. 88

Pnl. A

Bg.

day night

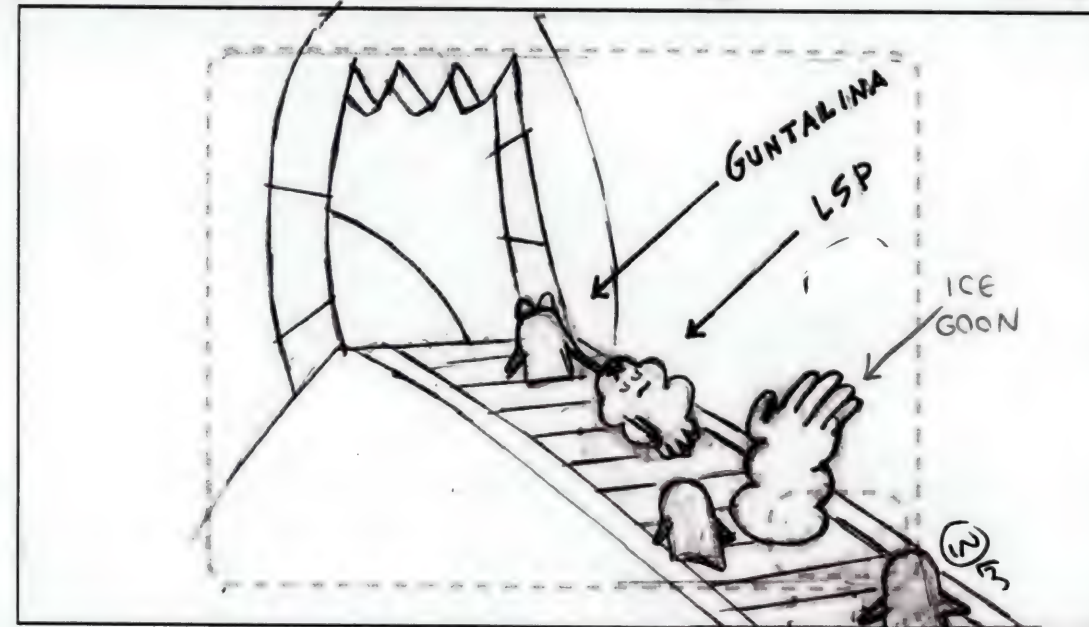


Sc. 88 *CONT*

Pnl. B

Bg.

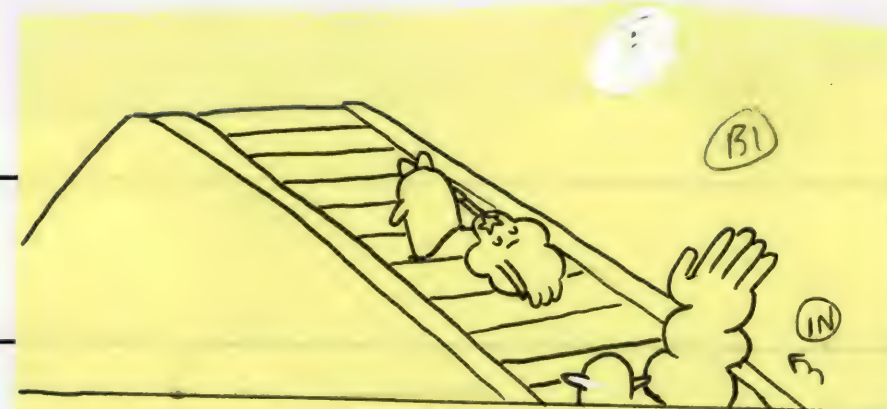
day night



Dialog:

Action: ON PENGUINS, EXITING QUICKLY.
GUNTALINA IS PULLING LSP,
WHO HAS FAINTED.

Timing:



OCT 09 2014

EPISODE # 1025-198

Production :

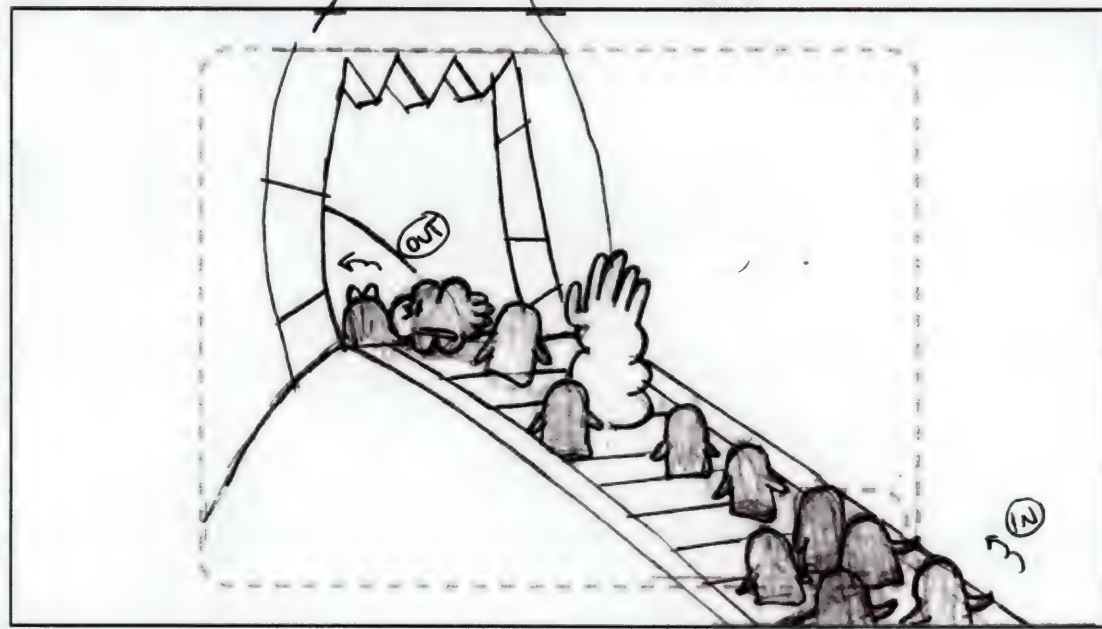
1025/198

1025/198

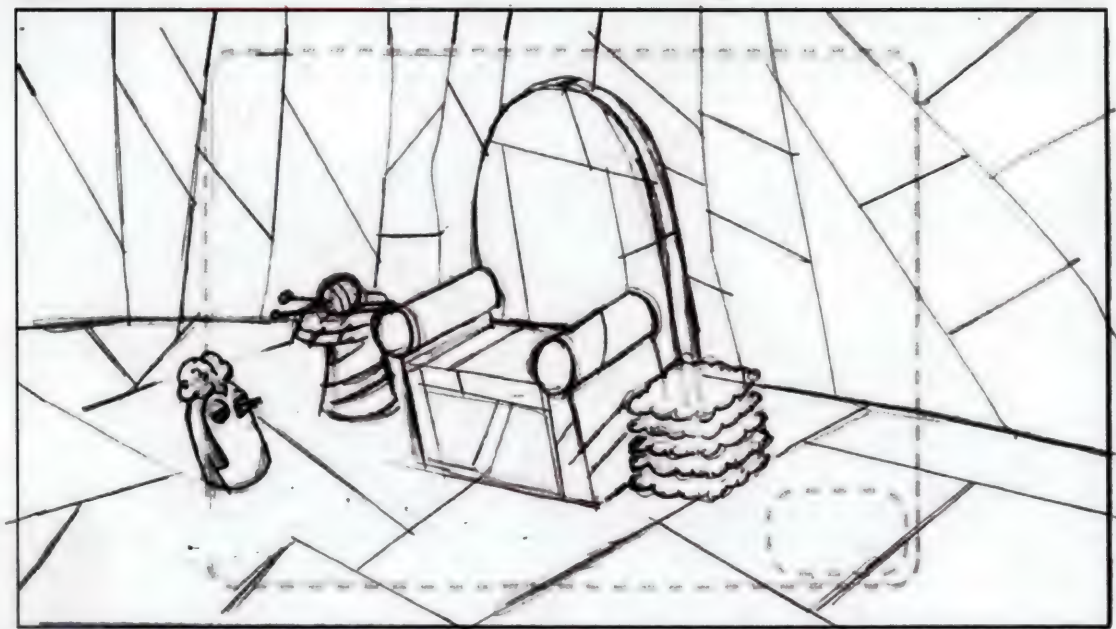
ADVENTURE TIME



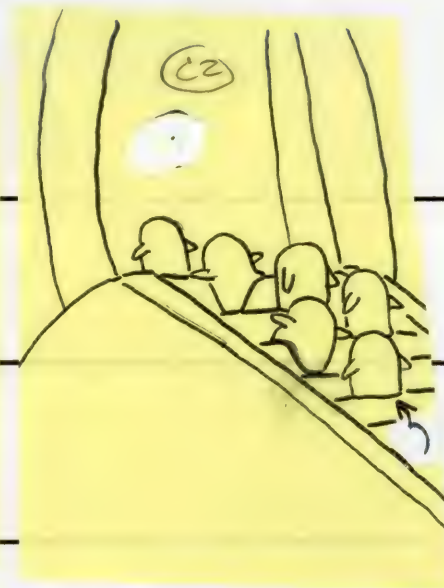
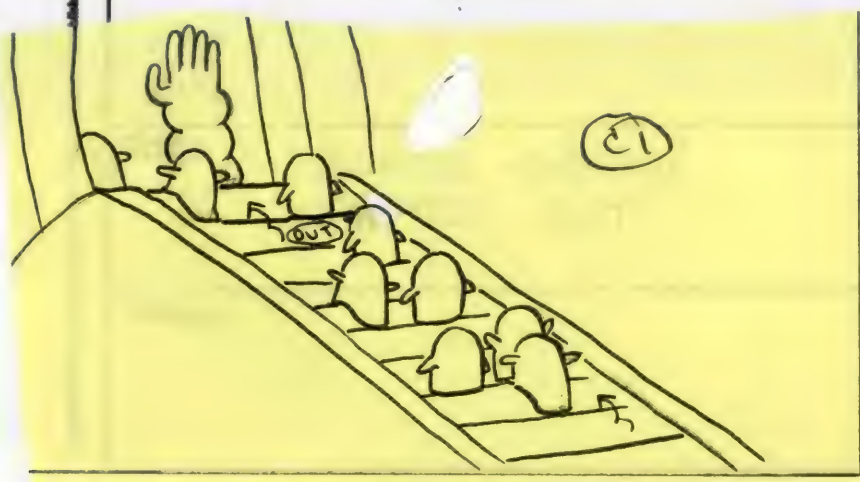
Sc. 88 *cont* Pnl. C Bg. day night



Sc. 89 Pnl. A Bg. day night



Dialog:
- PENGUINS CONTINUE TOWARDS EXIT.



(START
ON ACTION)
GUNTER WALKING.

OCT 09 2014

Production :

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ADVENTURE TIME



NO CUT

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Sc. **89** *CONT*

Pnl. **B**

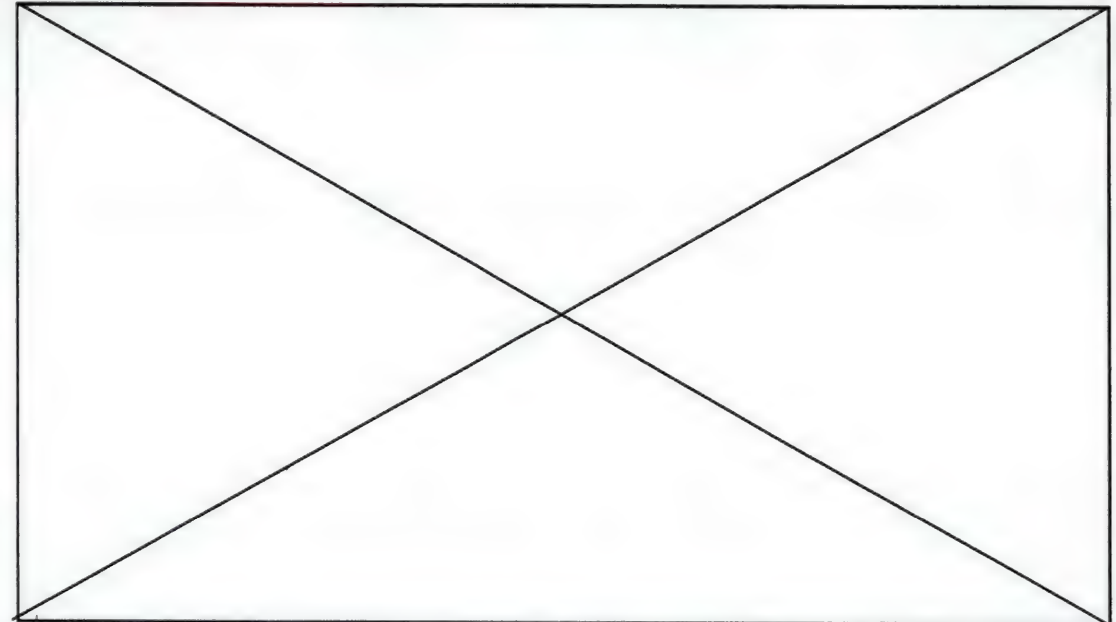
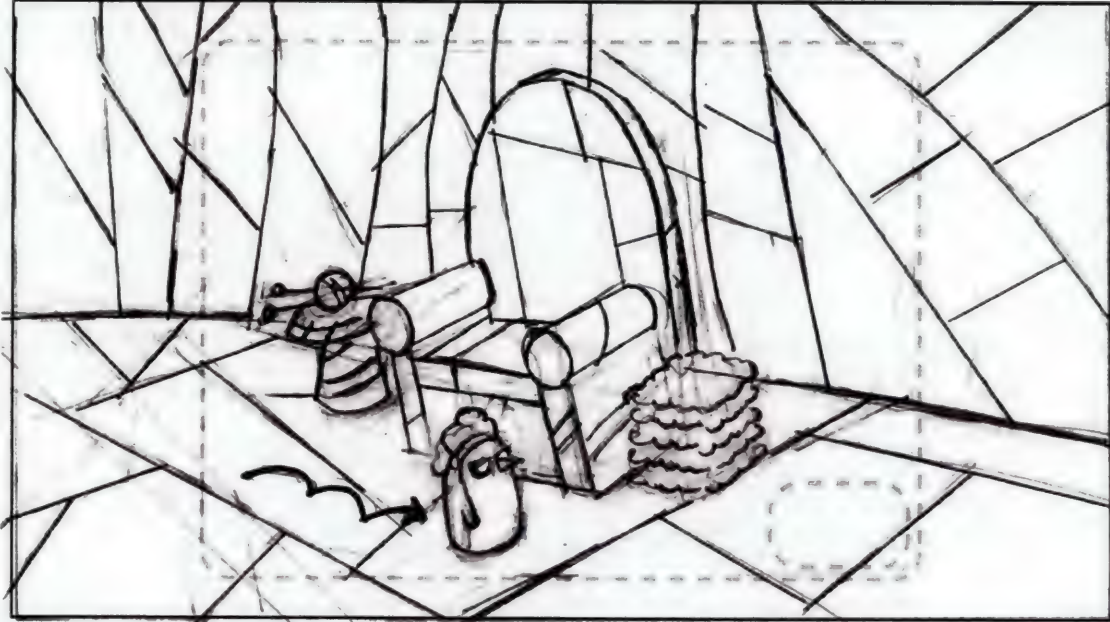
Bg.

day night

Pnl.

Bg.

day night



Dialog:

Action:

- GUNTGR WALKS OVER TO RECLINER.

Timing:

OCT 09 2014

Production :

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1025/198

Ho
Cut

ADVENTURE TIME



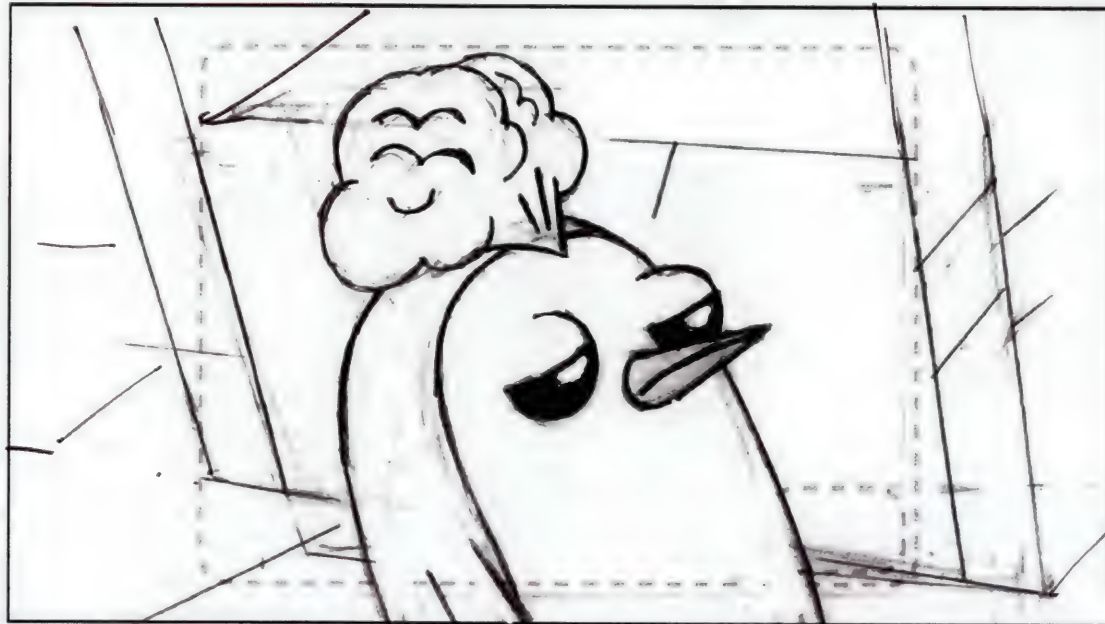
Page 223

Sc. 90

Pnl. A

Bg.

day night



Sc. 90 CONT

Pnl. B

Bg.

day night



Dialog:

SFX: 00000
ORGALORGOLORG

Action:

ON GUNTER STANDING.

- BRAIN PULSATES.

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Timing:

Cut

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Production :

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Cut

ADVENTURE TIME



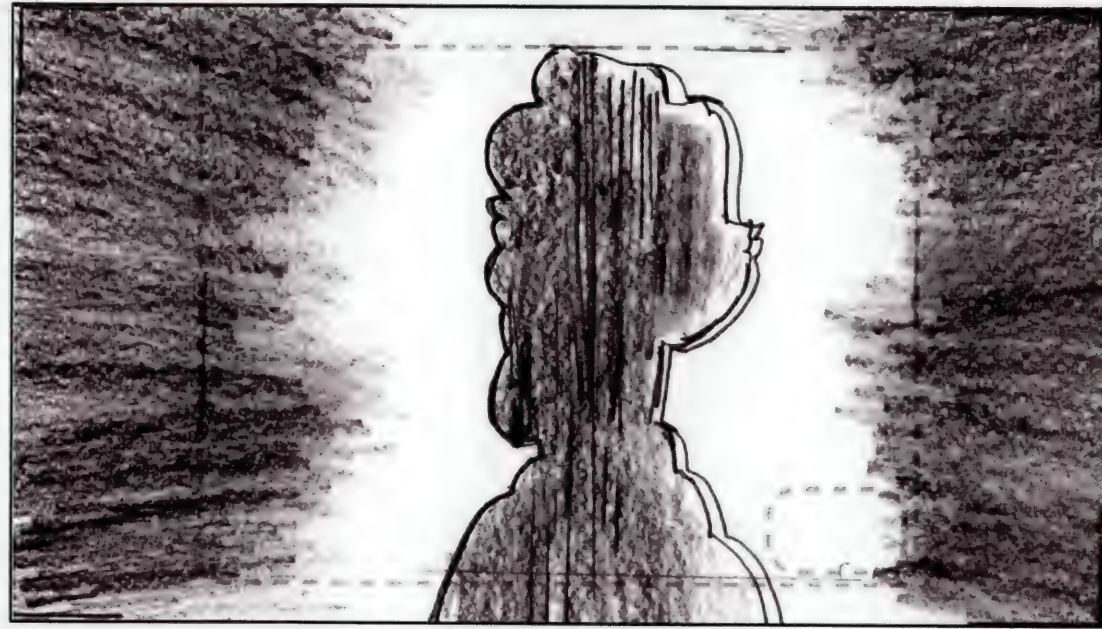
Cut

Sc. 91

Pnl. A

Bg.

day night



Sc. 92

Pnl. A

Bg.

day night



Dialog:

Action:

ON A CUT-OUT SHAPE
(IN GUNTER'S MIND'S-EYE).

— GUNTER'S BRAIN
IS PULSATING...

OCT 09 2014

Timing:

EPISODE # 1025-198

1025/198

Production :

1025/198

ADVENTURE TIME



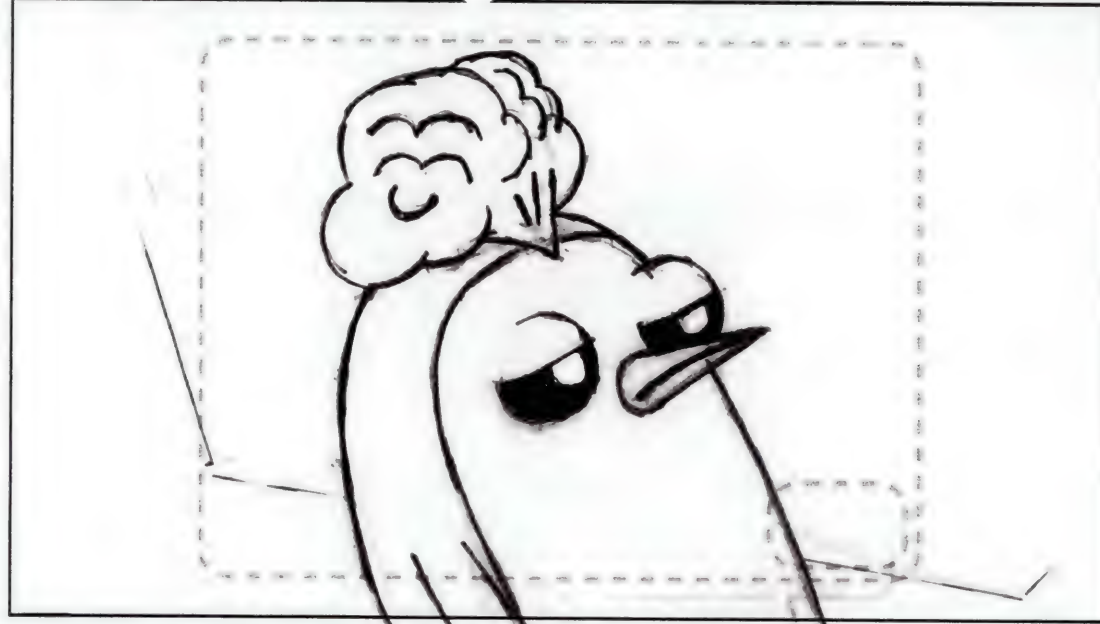
*He
Cult*

Page 225

Sc. 92 *CONT* Pnl. B

Bg.

day night

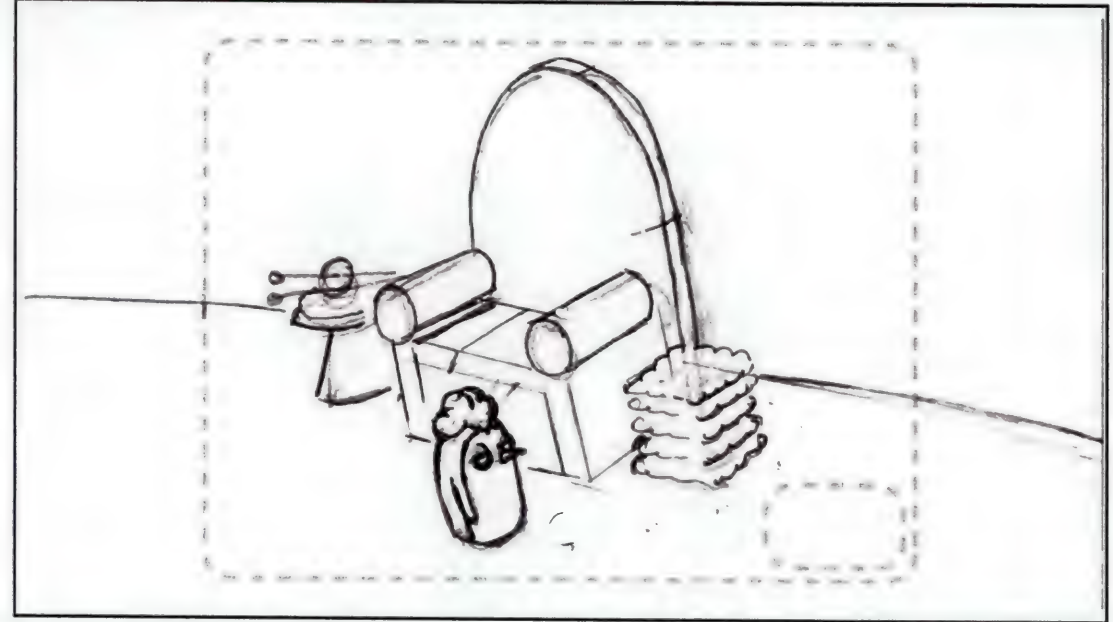


Sc. 93

Pnl. A

Bg.

day night



Dialog:

Action:

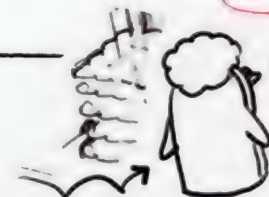
GUNTER RECOVERS TO
NORMAL POSITION.

START ON
HELD
GUNTER

OCT 09 2014

AI

Timing:



EPISODE # 1025-198

1025/198

Production :

1025/198

ADVENTURE TIME



Ho Cut

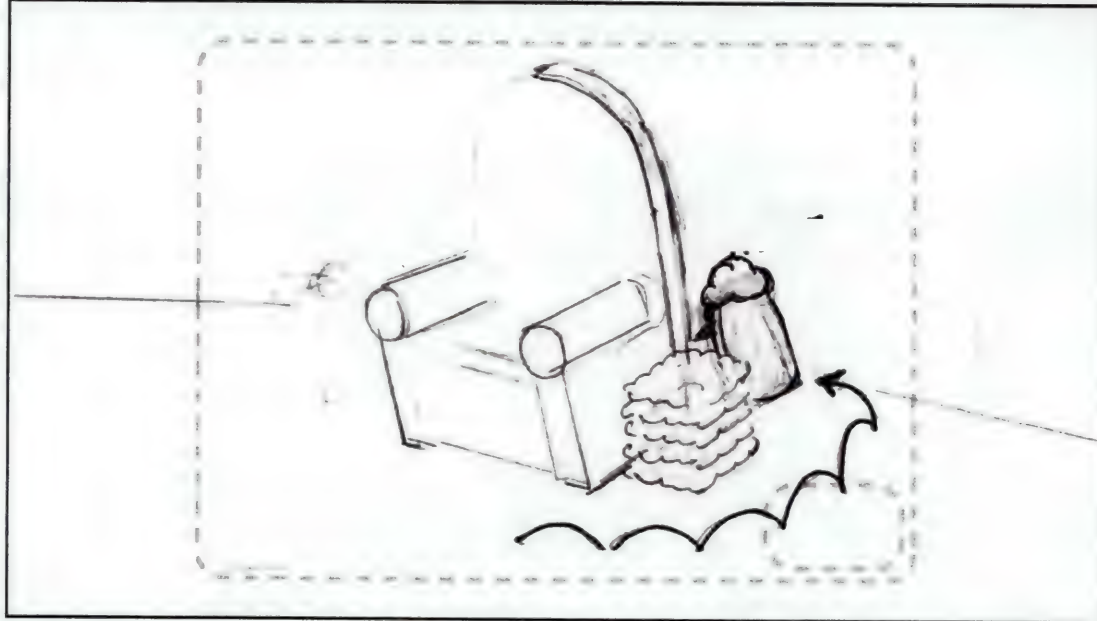
Page 226

Sc. 93 *CONT*

Pnl. B

Bg.

day night

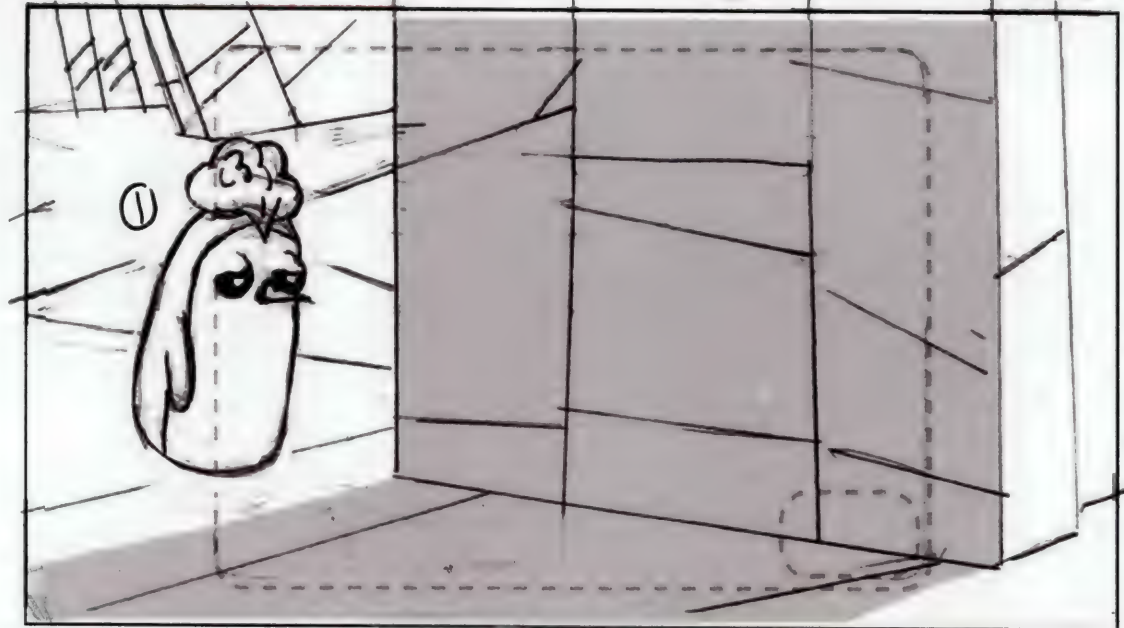


Sc. 94

Pnl. A

Bg.

day night



Dialog:

Action:

GUNTER WALKS TO
BEHIND CHAIR.

GUNTER WALKING

Timing:

OCT 09 2014



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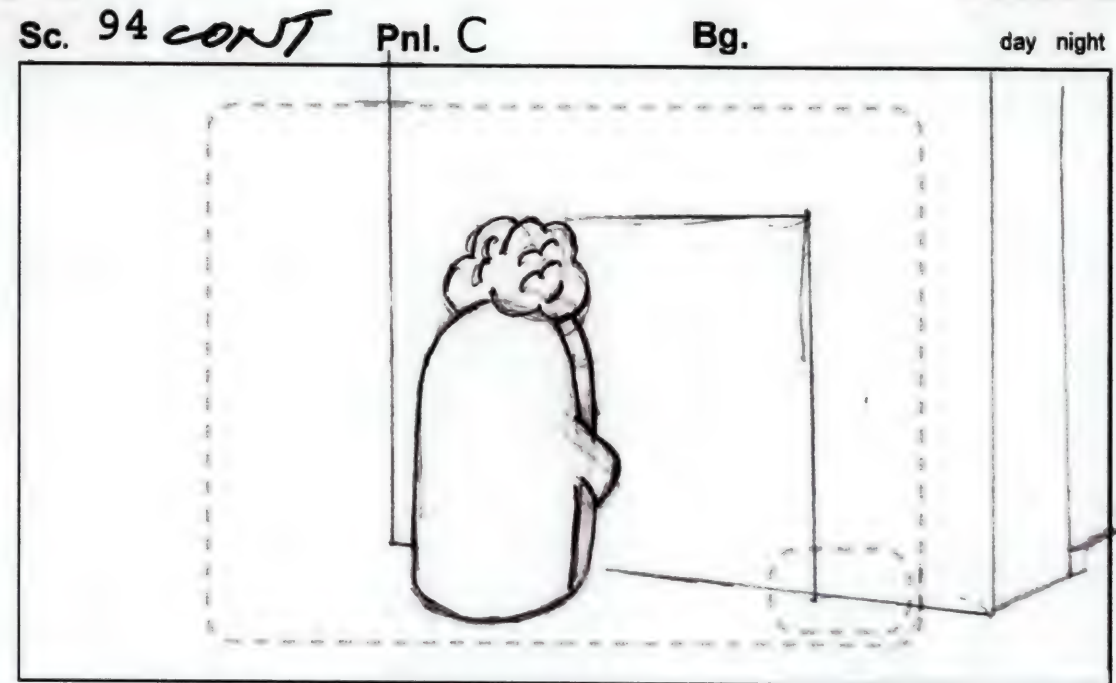
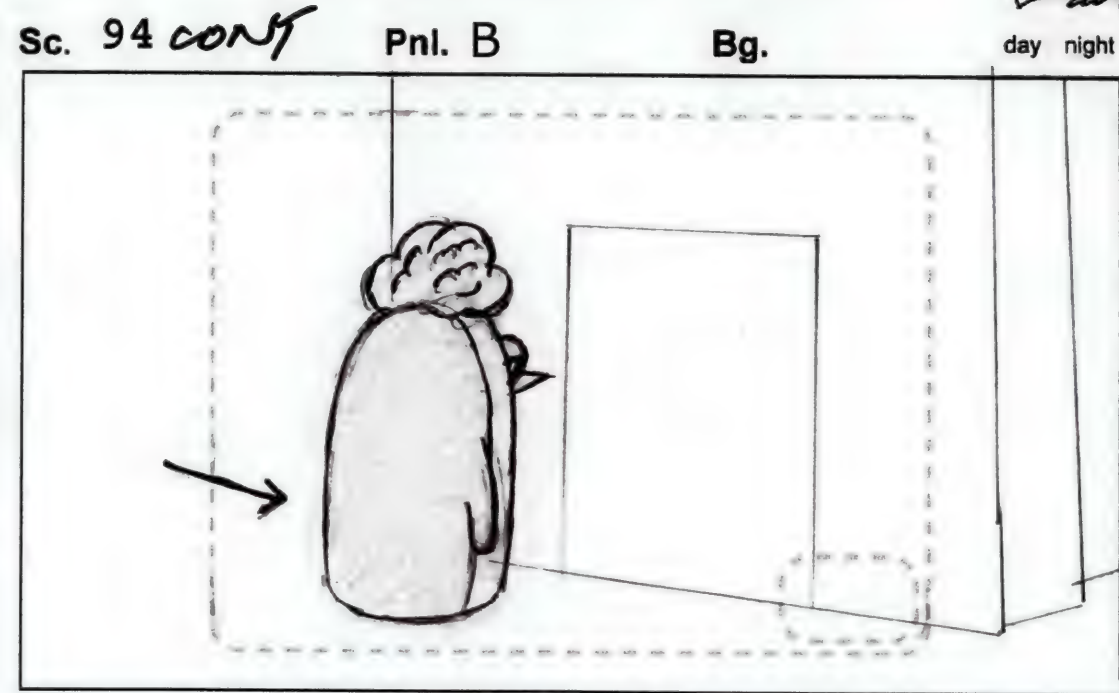
1025/198

1025/198

ADVENTURE TIME



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Dialog:

Action:

GUNTER STOPS

GUNTER REACHES TO
OPEN THE DOOR.

OCT 09 2014

Timing:

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EPISODE #

1025/198

Production :

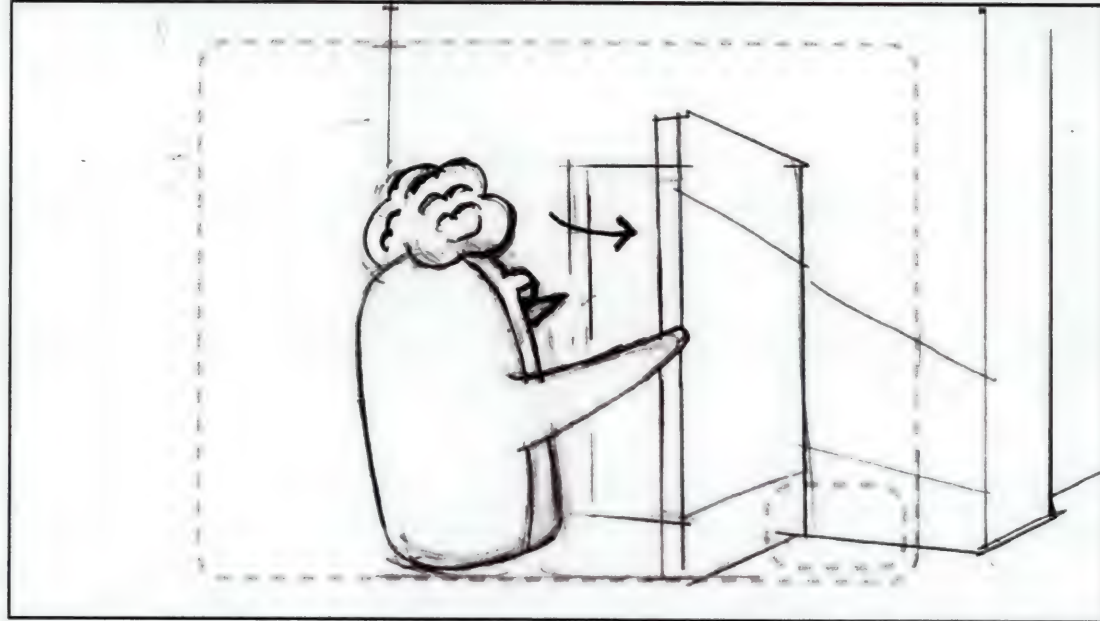
1025/198

ADVENTURE TIME

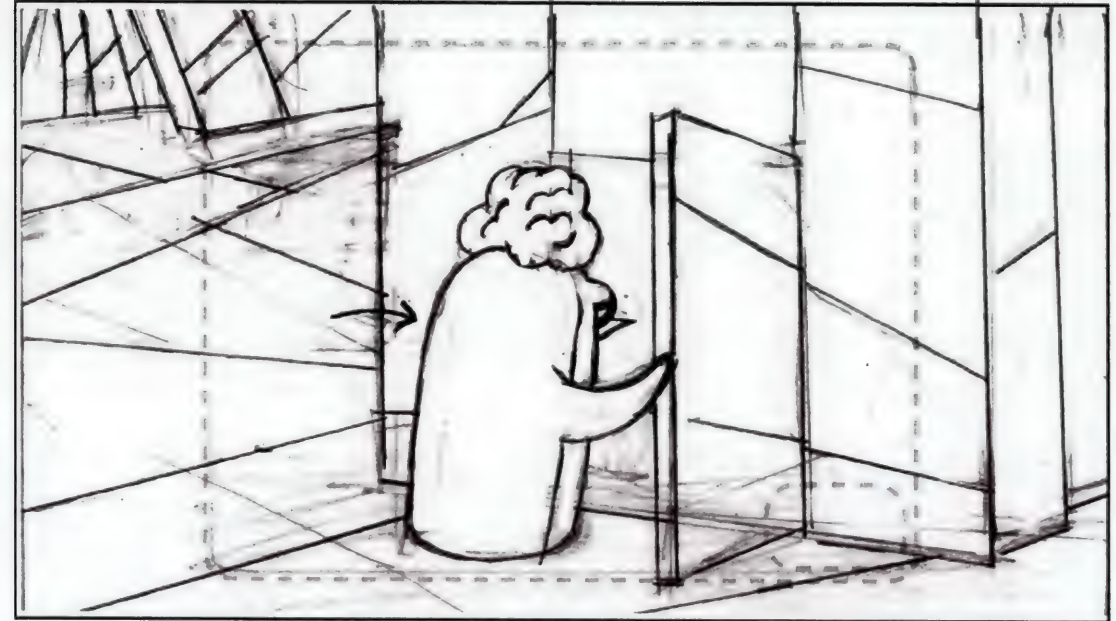


Page 228

Sc. 94 *CONT* Pnl. D Bg. day night



Sc. 94 *CONT* Pnl. E Bg. day night



Dialog:

Action:

GUNTER OPENS DOOR.

GUNTER GOES INSIDE.

OCT 09 2014

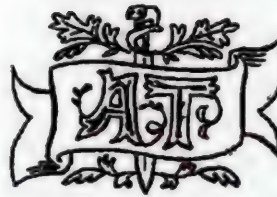
Timing:

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Production :

1025/198

ADVENTURE TIME



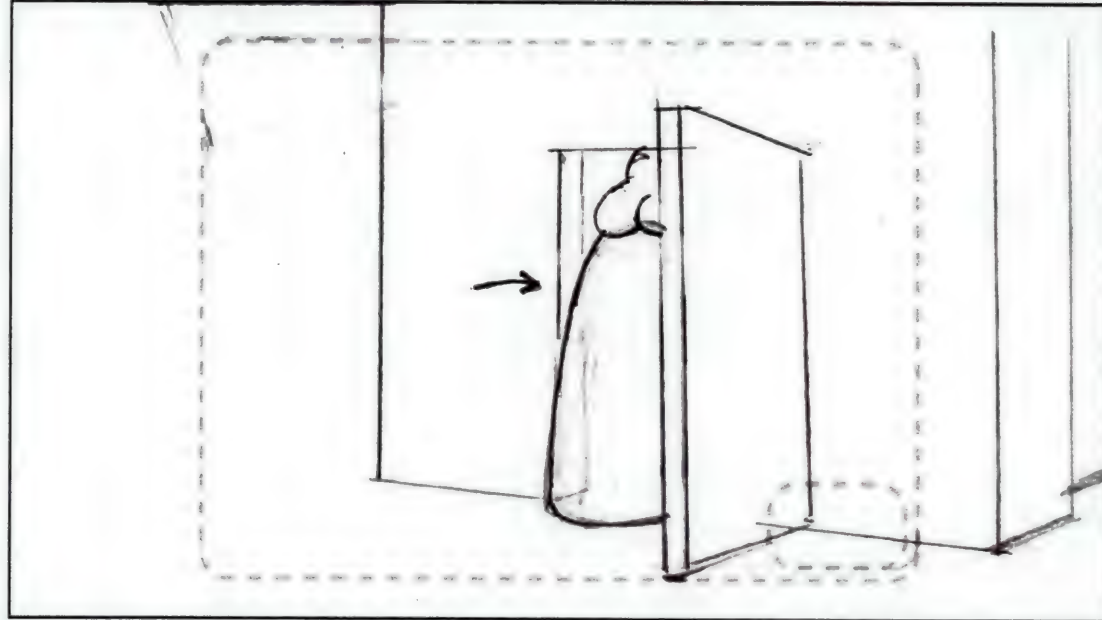
Page 229

Sc. 94 *cont*

Pnl. F

Bg.

day night

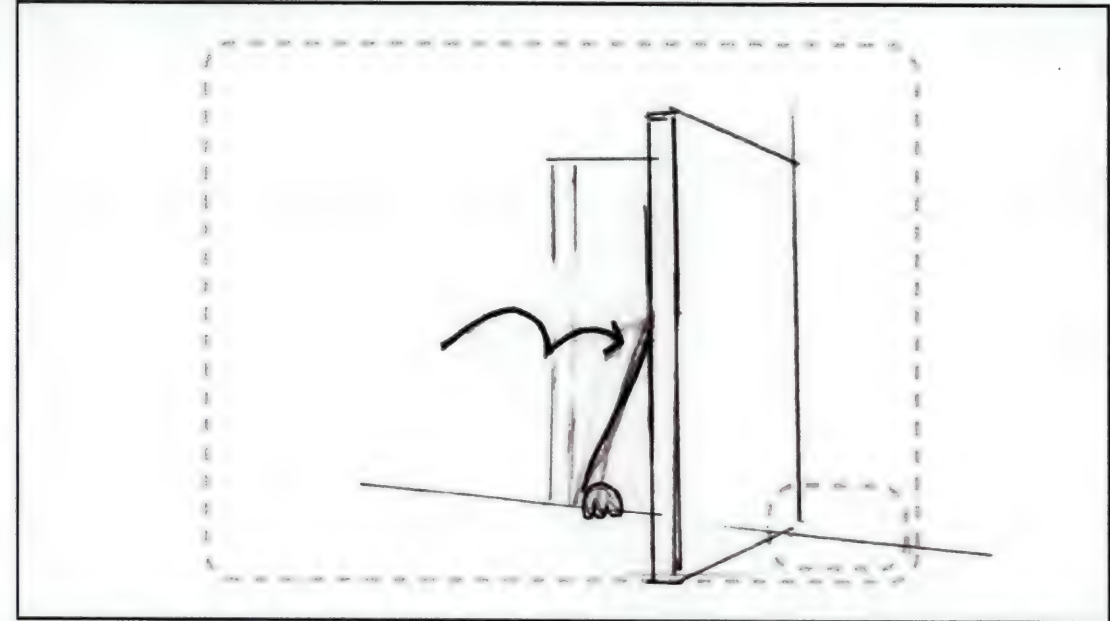


Sc. 94 *cont*

Pnl. G

Bg.

day night



Dialog:

Action:

CONT. GUNTER
GOING INSIDE...

... GUNTER STARTS
DOWN STAIRS:

OCT 09 2014

Timing:

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Cut

ADVENTURE TIME



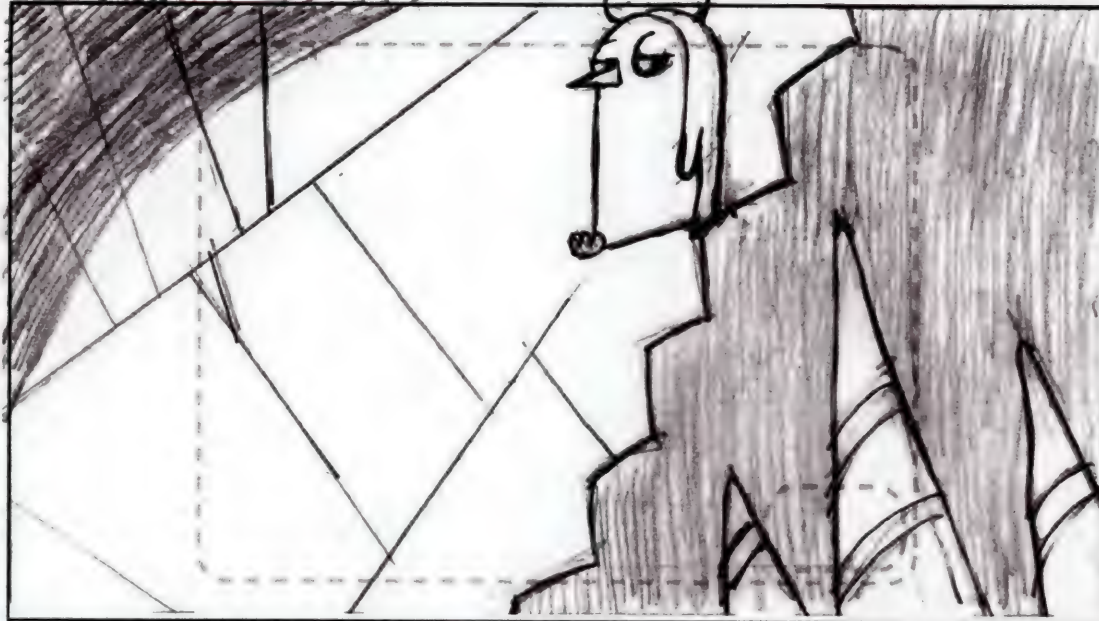
Page 230

Sc. 95

Pnl. A

Bg.

day night



Sc. 95 *cont*

Pnl. B

Bg.

day night



Dialog:

Action:

DRAMATIC ZOMBIE-LIKE WALKING POSE...
HOPS DOWN FROM STEP TO STEP...

Timing:



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ADVENTURE TIME

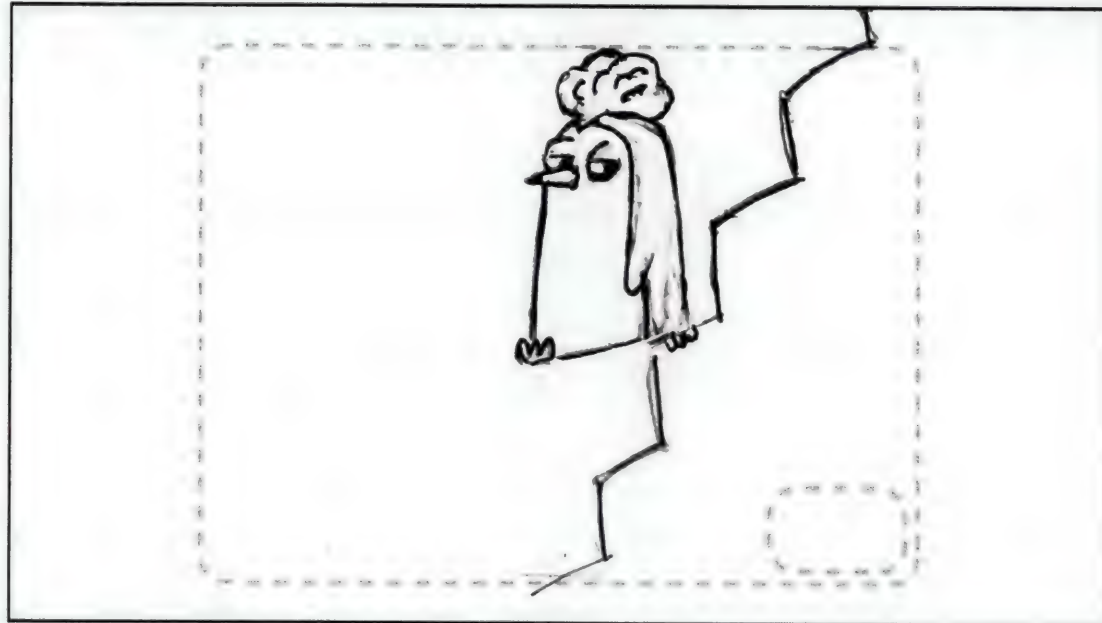


Page **231**

Sc. 95 *CONT* Pnl. C

Bg.

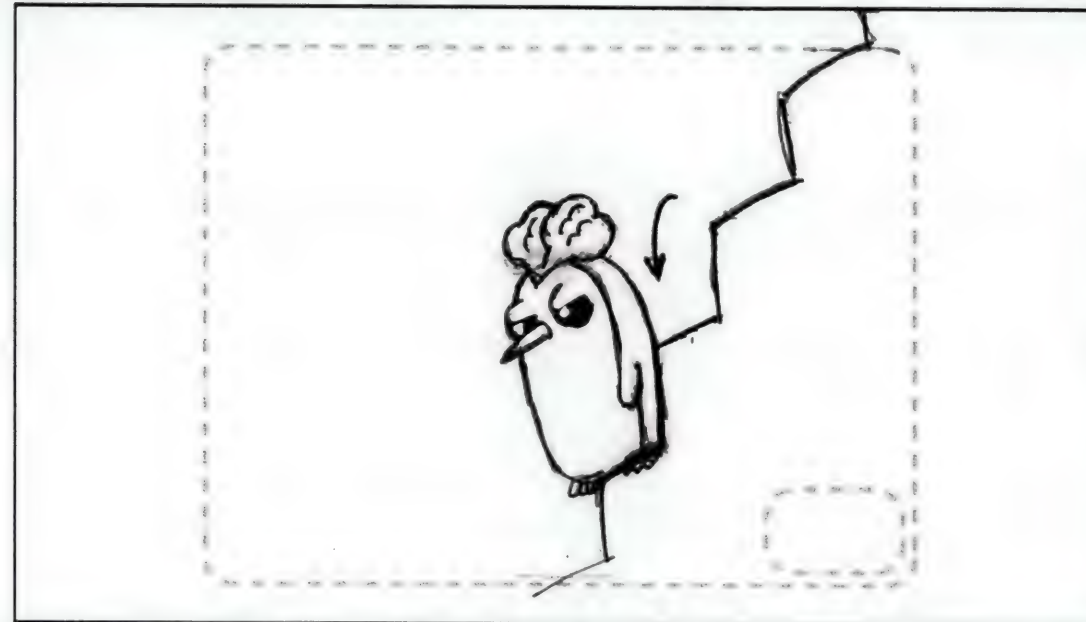
day night



Sc. 95 *CONT* Pnl. D

Bg.

day night



Dialog:

Action:

Timing:

OCT 09 2014

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Production :

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ADVENTURE TIME



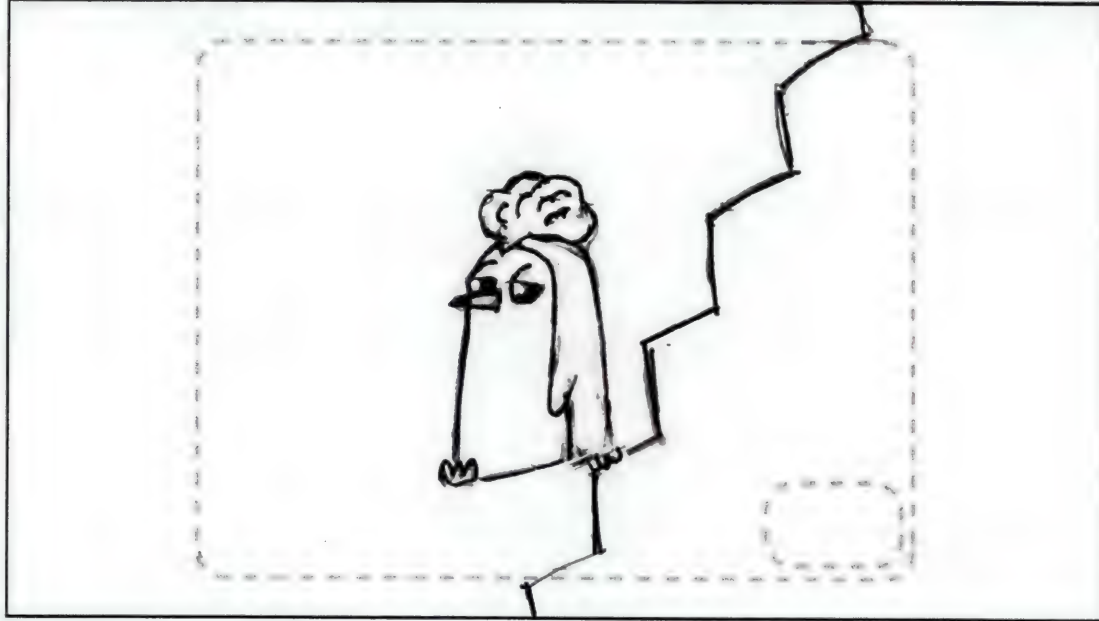
Page **232**

Sc. 95 *CONT*

Pnl. E

Bg.

day night

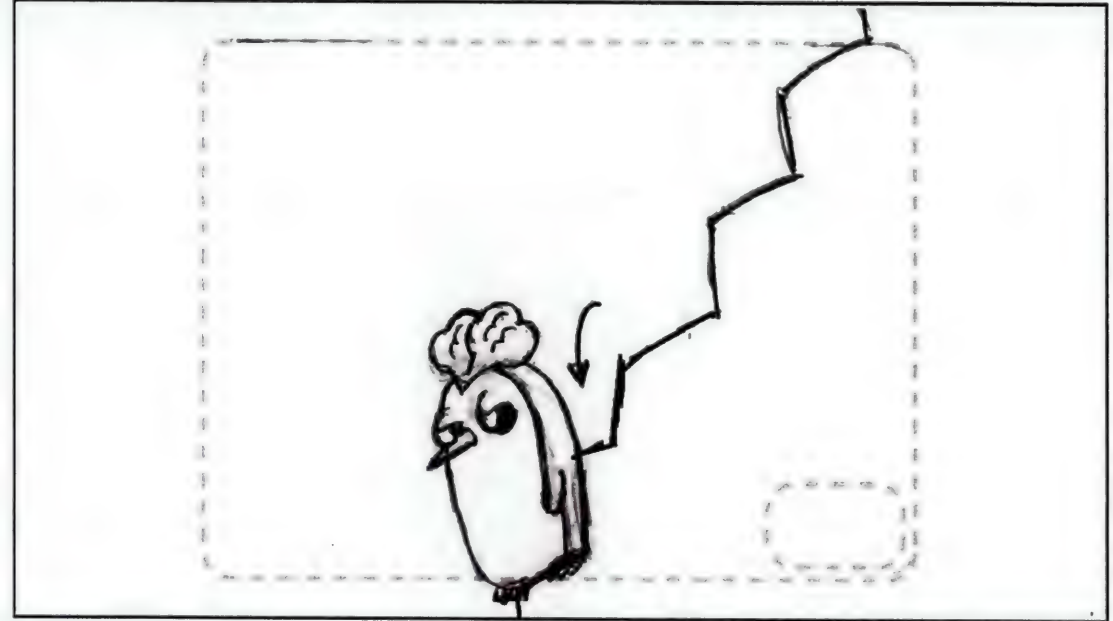


Sc. 95 *CONT*

Pnl. F

Bg.

day night



Dialog:

Action:

Timing:

OCT 09 2014

Production :

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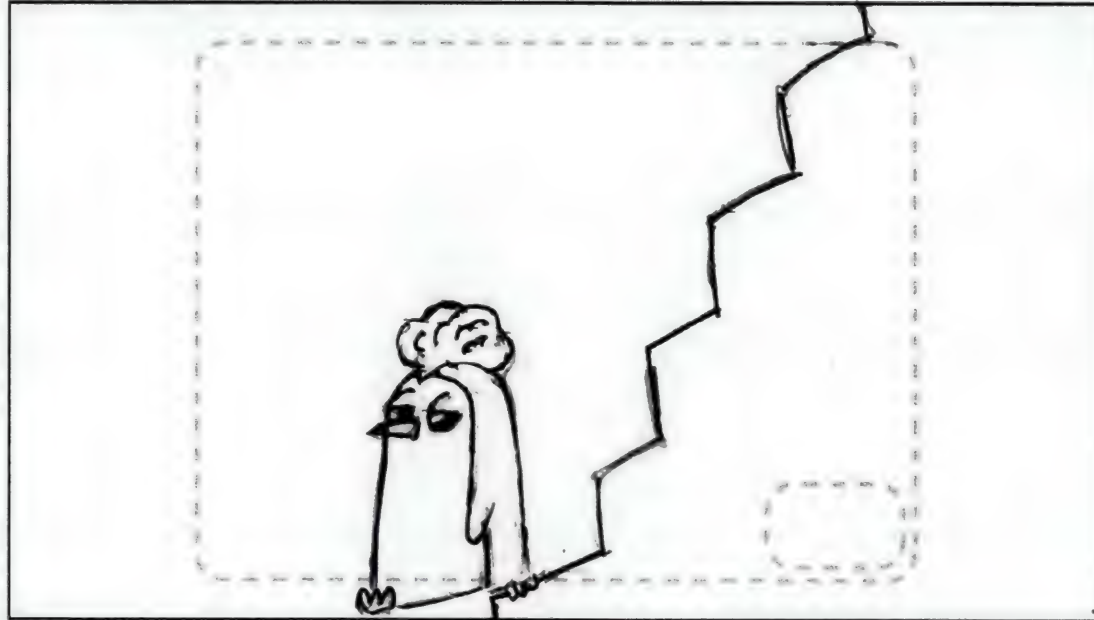
1025/198

ADVENTURE TIME

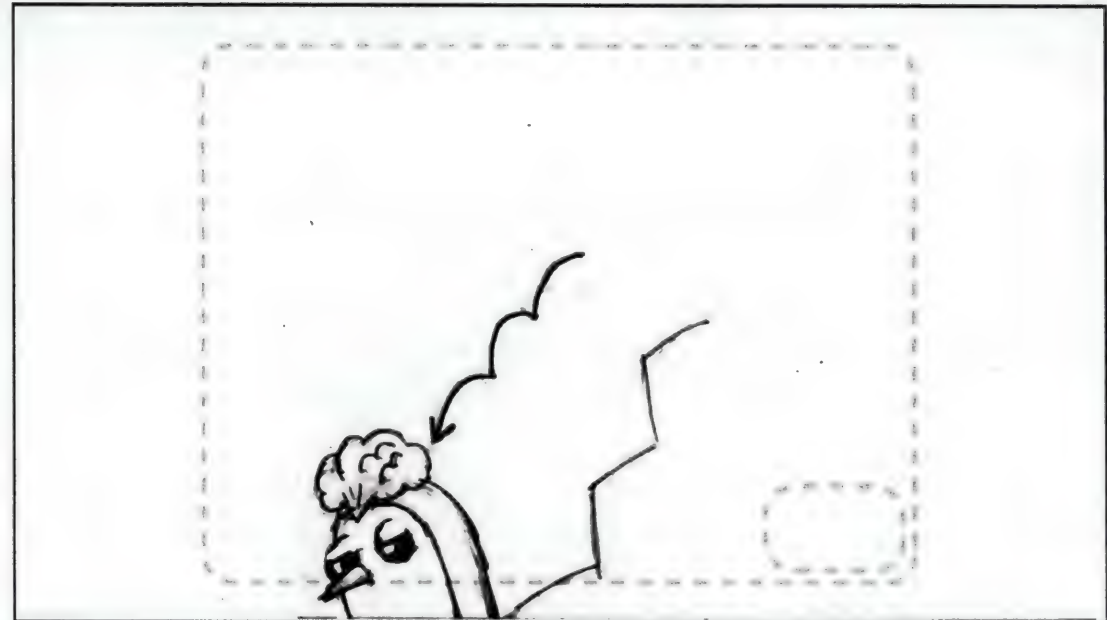


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Sc. 95 *cont* Pnl. G Bg. day night



Sc. 95 *cont* Pnl. H Bg. day night



Dialog:

Action:

OCT 09 2014

Timing:

1025-198

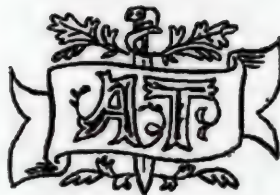
EPISODE #

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Production :

1025/198

Handwritten: Hu Cont



ADVENTURE TIME

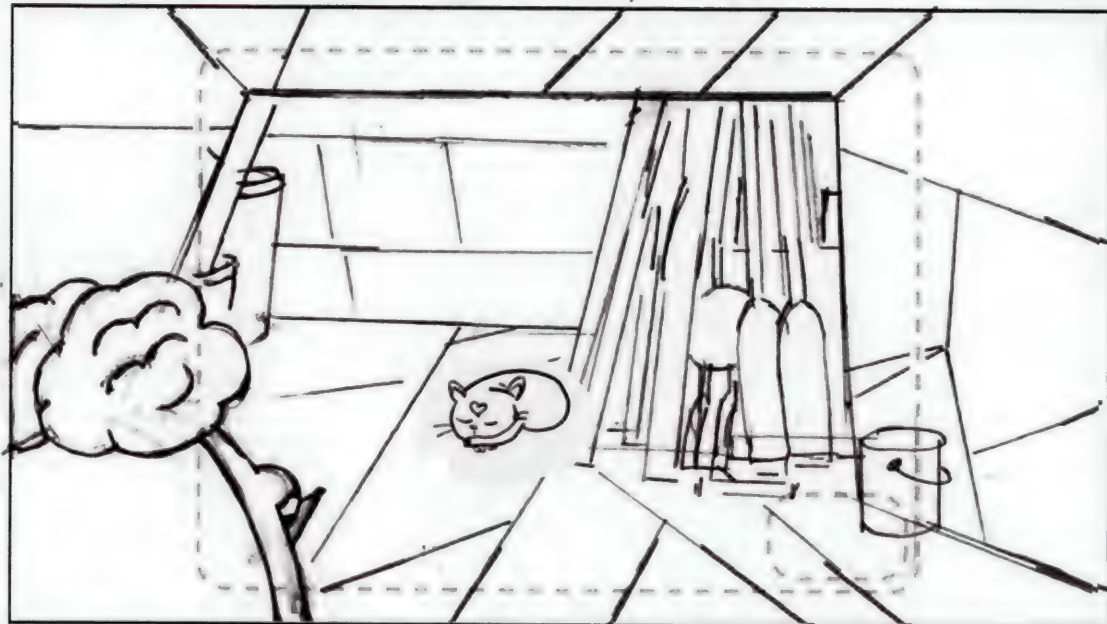
Page 234

Sc. 96

Pnl. A

Bg.

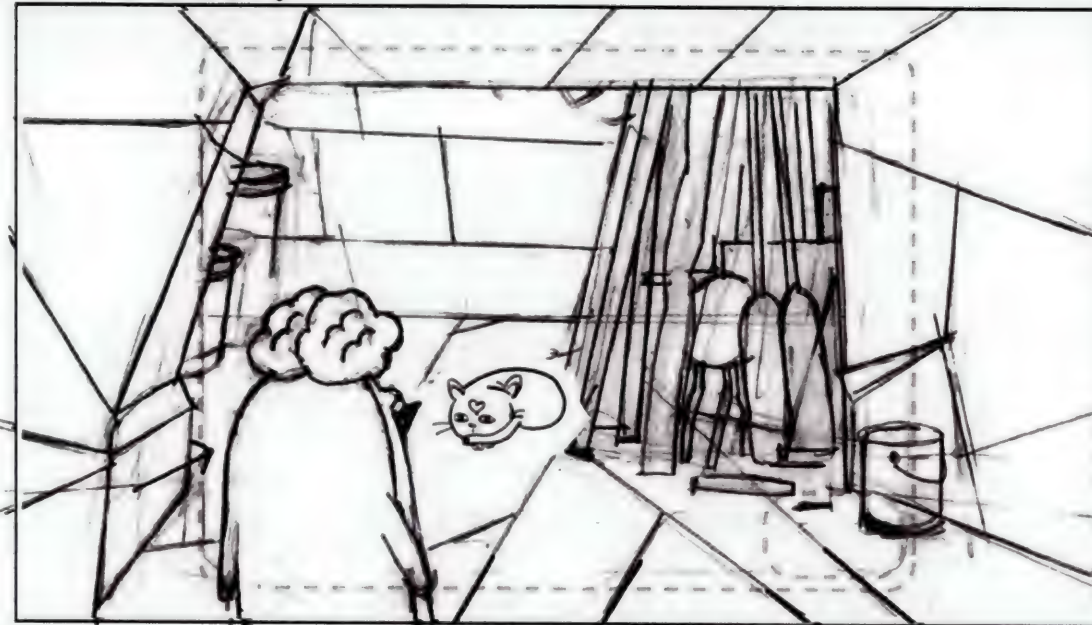
day night



Sc. 96 *CONT* Pnl. B

Bg.

day night



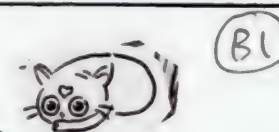
Dialog:

Action:

GUNTER WALKS IN...

Timing:

OCT 09 2014



Production :

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Handwritten: No cut

1025/198

ADVENTURE TIME

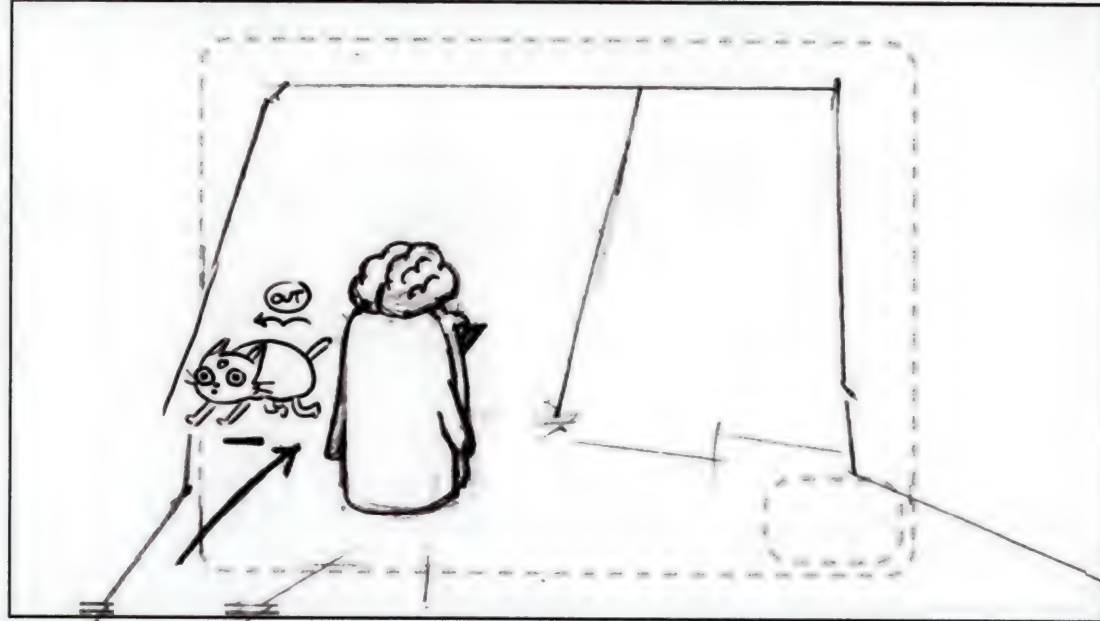


Page 235

Sc. 96 *cont* Pnl. C

Bg.

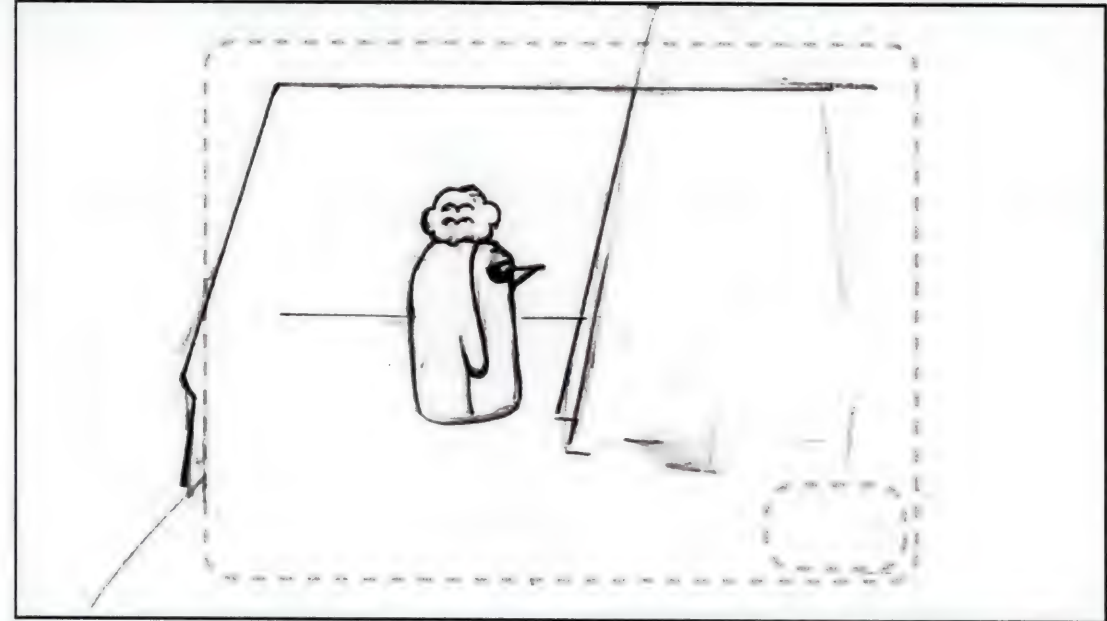
day night



Sc. 96 *cont* Pnl. D

Bg.

day night



Dialog:

Gunter's Kitten/ [meow]

Action:

GUNTER STANDS,
ZOMBIE-LIKE.

OCT 09 2014

Timing:

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Production :

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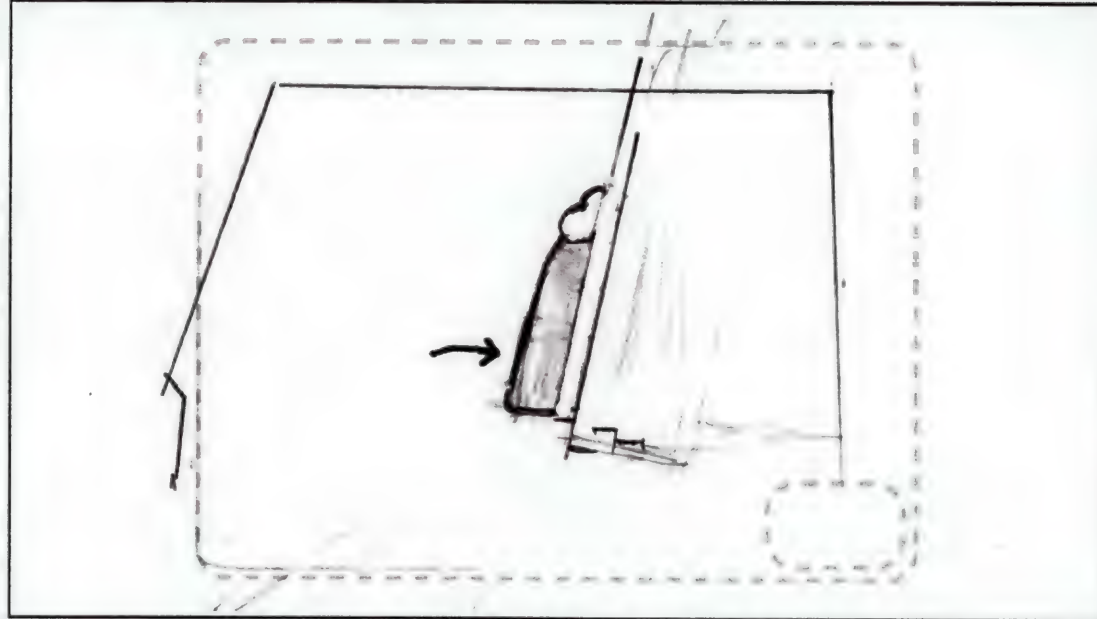
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ADVENTURE TIME

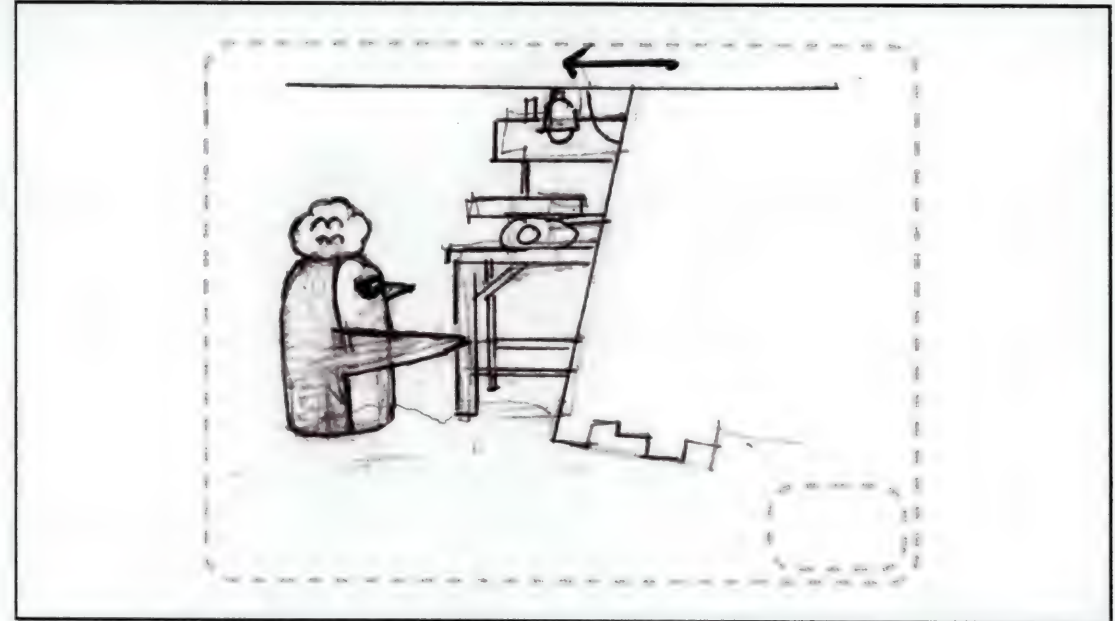


Page 236

Sc. 96 *CONT* Pnl. E Bg. day night



Sc. 96 *CONT* Pnl. F Bg. day night



Dialog:

SFX = SCRUNCH!
[SCRAPING
ON FLOOR]

Action:

SFX = CLATTER
CLATTER

GUNTER PULLS OUT A
CONTRAPTION (SCROLL
SAW ON A TABLE)

OCT 09 2014

Timing:

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Production :

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ADVENTURE TIME

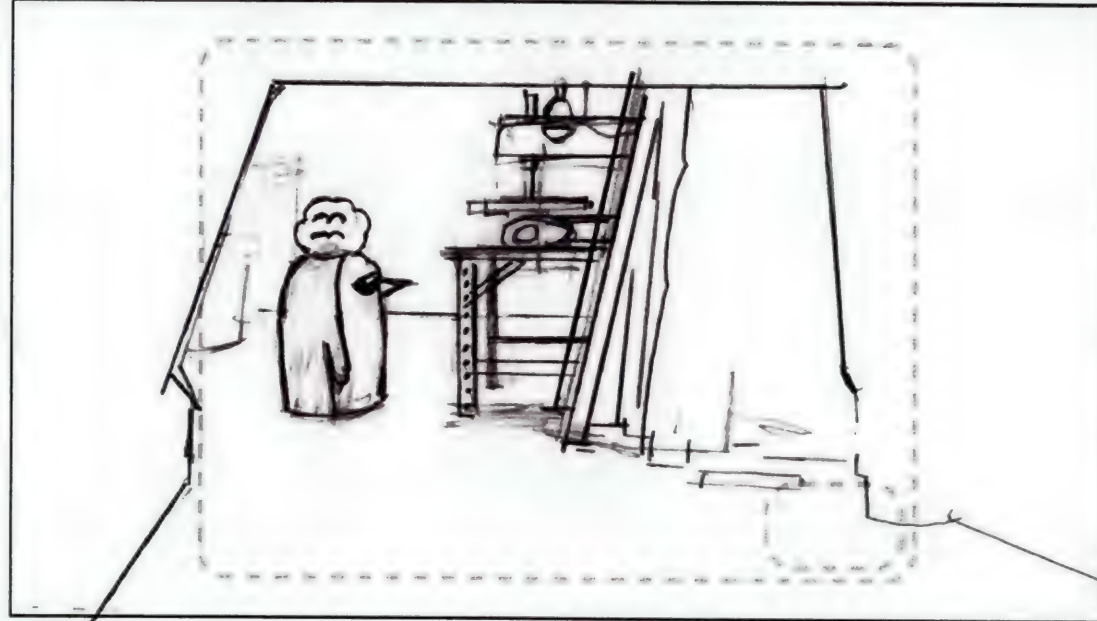


HW
cut

Page 237

Sc. 96 *CONT* Pnl. G Bg.

day night

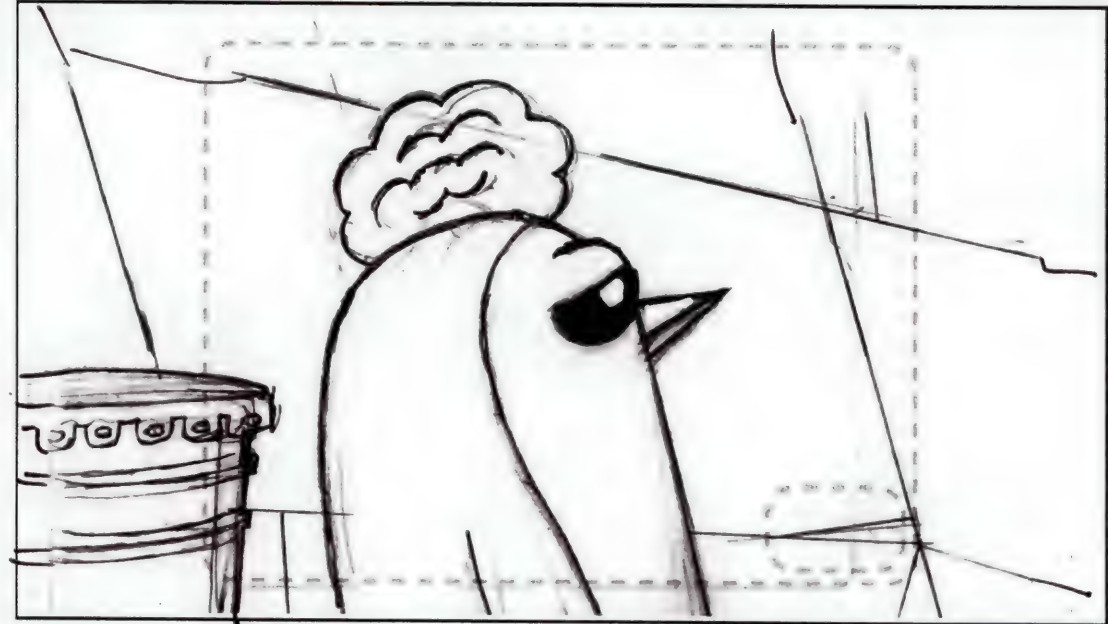


Sc. 97

Pnl. A

Bg.

day night



Dialog:

Action:

SETTLE GUNTER, STANDING
(ZOMBIE-LIKE.)

ON GUNTER STANDING.

OCT 09 2014

Timing:

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Production :

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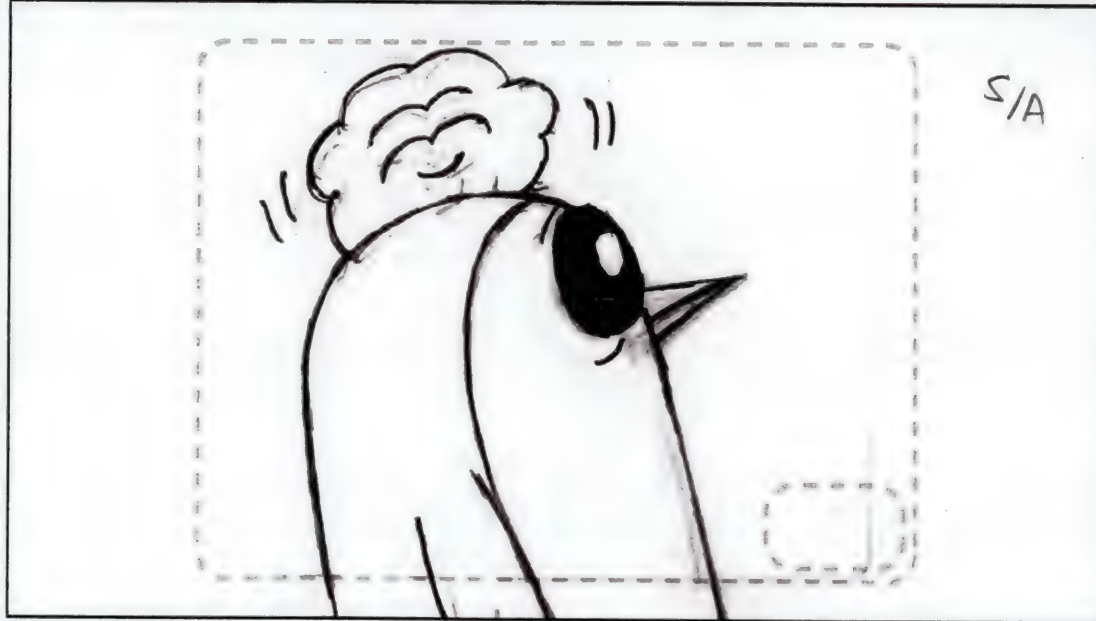
1025/198

ADVENTURE TIME



Page **238**

Sc. 97 *CONT* Pnl. B Bg. day night



Sc. 97 *CONT* Pnl. C Bg. day night



Dialog:

SFX: ORGALORGALORG
00000

Action:

'BRAIN' PULSATES.

'BRAIN' PULSATES.

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ADVENTURE TIME



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Sc. 98

Pnl. A

Bg.

day night

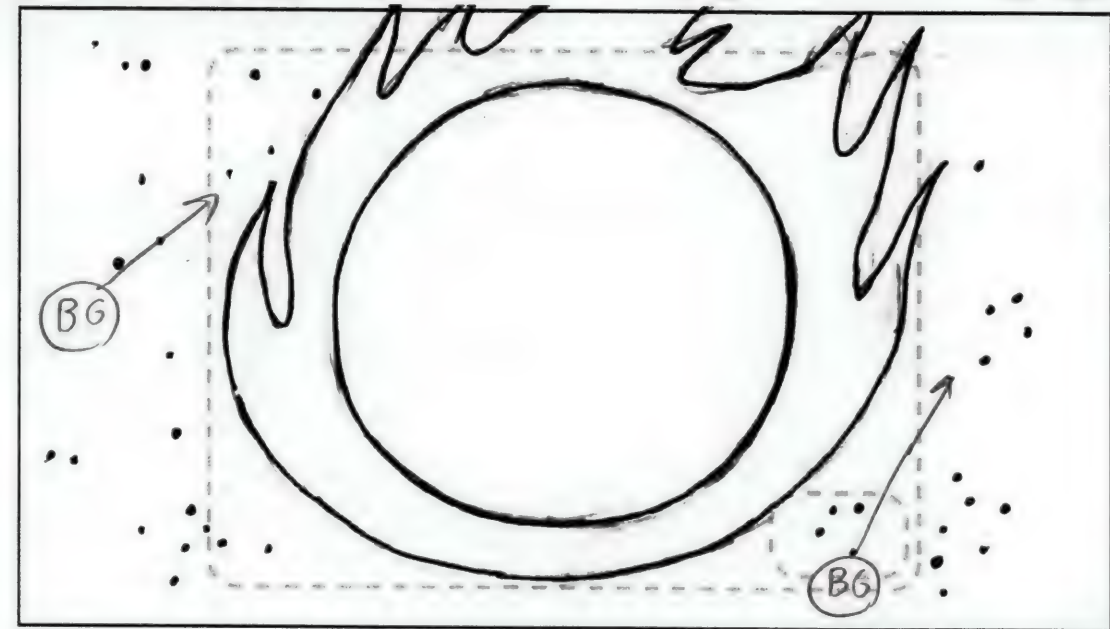


Sc. 98 *CONT*

Pnl. B

Bg.

day night



Dialog:

Re-USE ANIMATION FROM
EPS #180 "Astral plane" SC 16 * EXCEPT HAVE COMET MOVE TWD CAM THRU
SC FILLING FIELD

Action:

- PINK COMET ZOOMS TOWARDS CAM.
- BG ANIMATES IN PERSPECTIVE.

OCT 09 2014

Timing:

EPISODE # 1025-198

1025/198

Production :

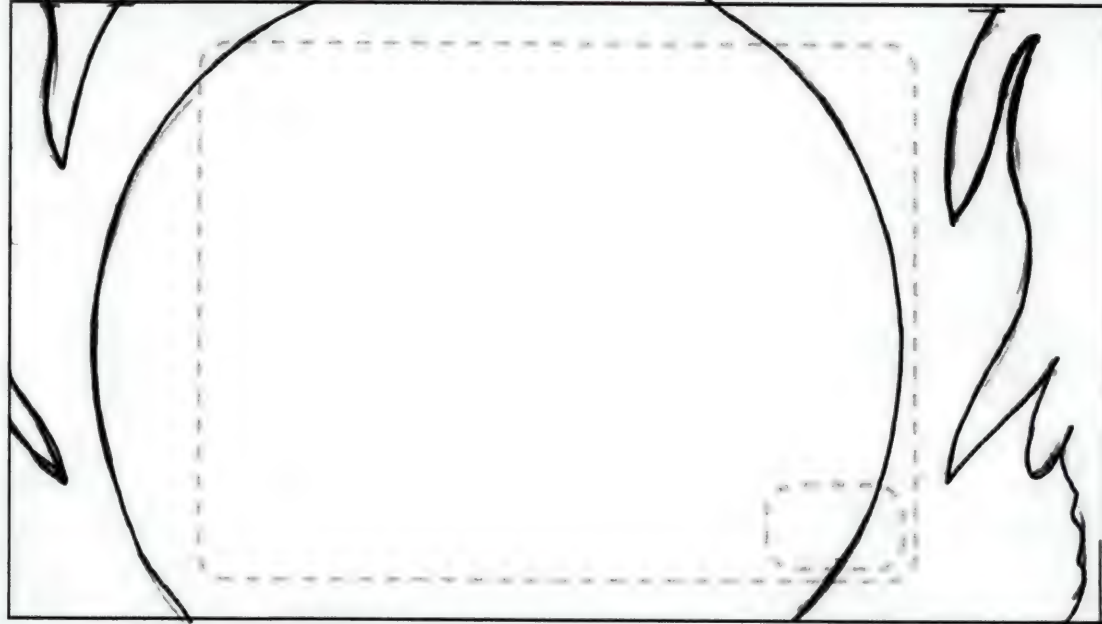
1025/198

ADVENTURE TIME



Page 240

Sc. 98 *CONT* Pnl. C Bg. day night



Sc. 99 Pnl. A Bg. day night



Dialog:

*CONT Re-use
ANIMATION w/ COMET FILL FIELD*

Action:

*BRAIN'
HOLD'S*

OCT 09 2014

Timing:

1025-198

EPISODE #

1025/198

Production :

1025/198

ADVENTURE TIME

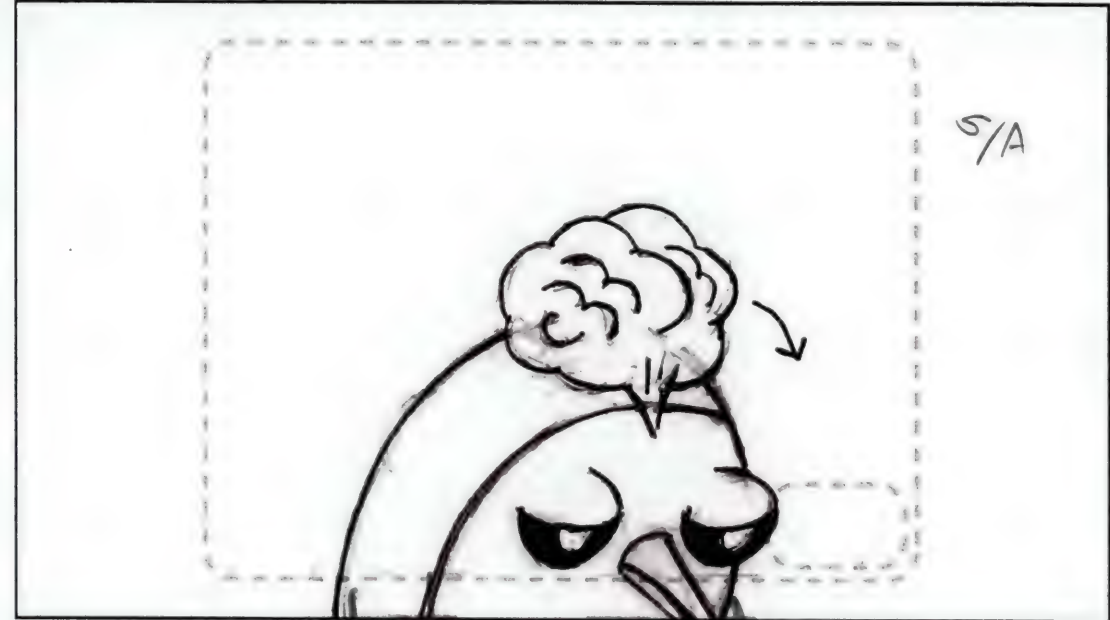


Page **241**

Sc. **99 CONT** Pnl. **B** Bg. day night



Sc. **99 CONT** Pnl. **C** Bg. day night



Dialog:

Action:

N.

GUNTER BENDS DOWN
TO PICK SOMETHING UP.

OCT 09 2014

Timing:

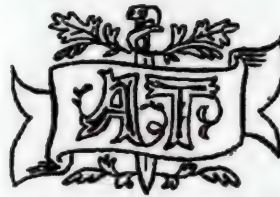
EPISODE # 1025-198

1025/198

Production :

1025/198

ADVENTURE TIME

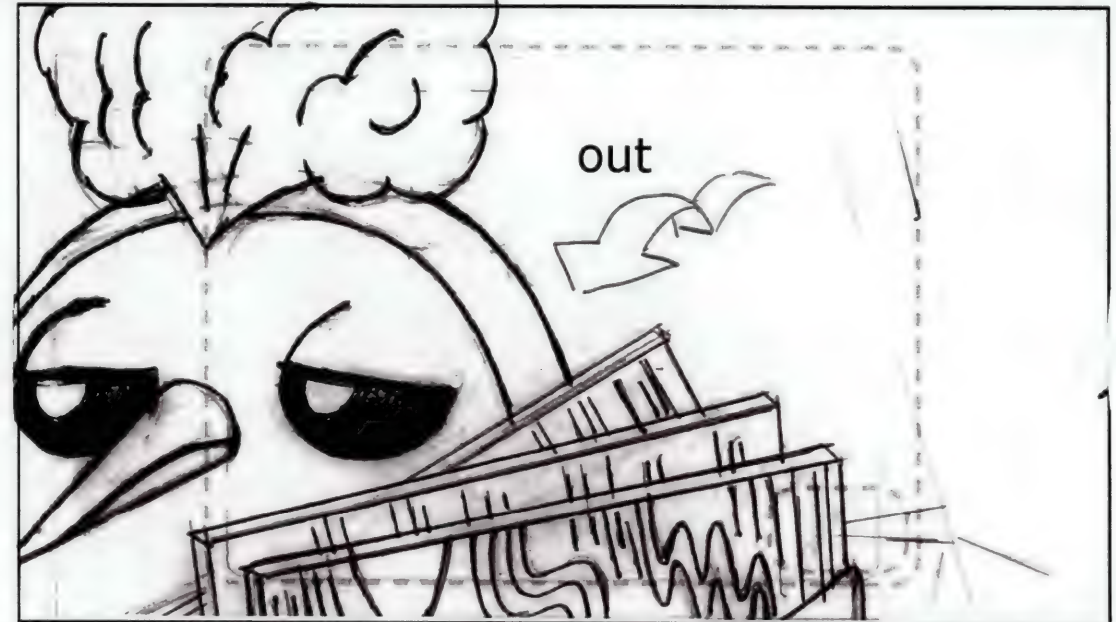


Page 242

Sc. 99 *CONT* Pnl. D Bg. day night



Sc. 99 *CONT* Pnl. E Bg. day night



Dialog:

Action:

GUNTER PICKS UP THIN
PIECES OF PLYWOOD.

GUNTER EXITS.

OCT 09 2014

Timing:

EPISODE #

1025-198

1025/198

Production :

1025/198

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1025/198

Cut

ADVENTURE TIME



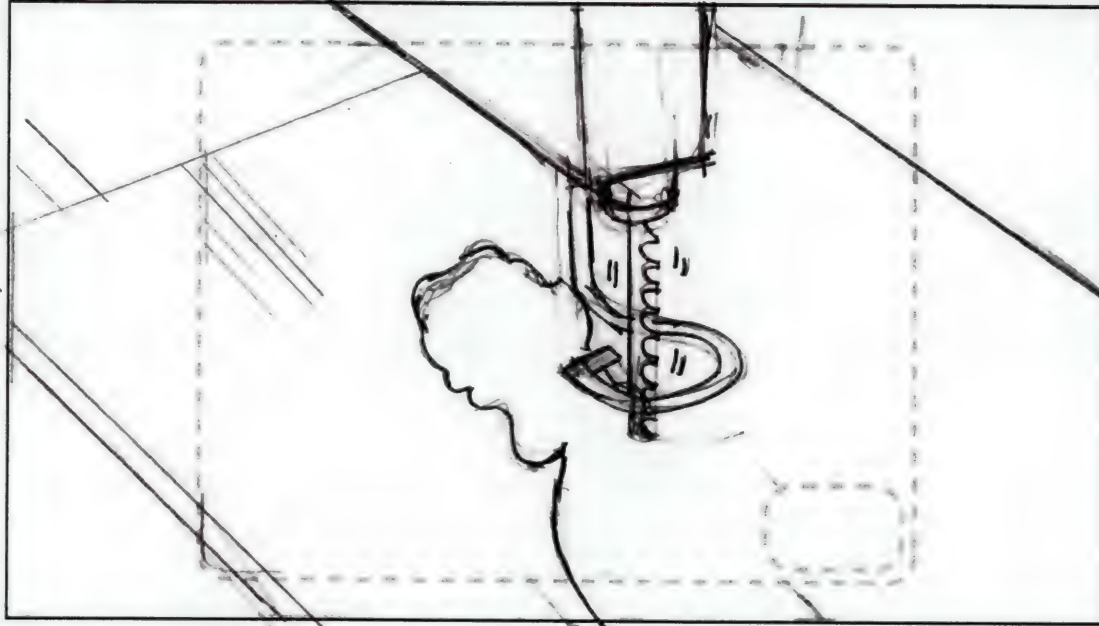
Page 243

Sc. 100

Pnl. A

Bg.

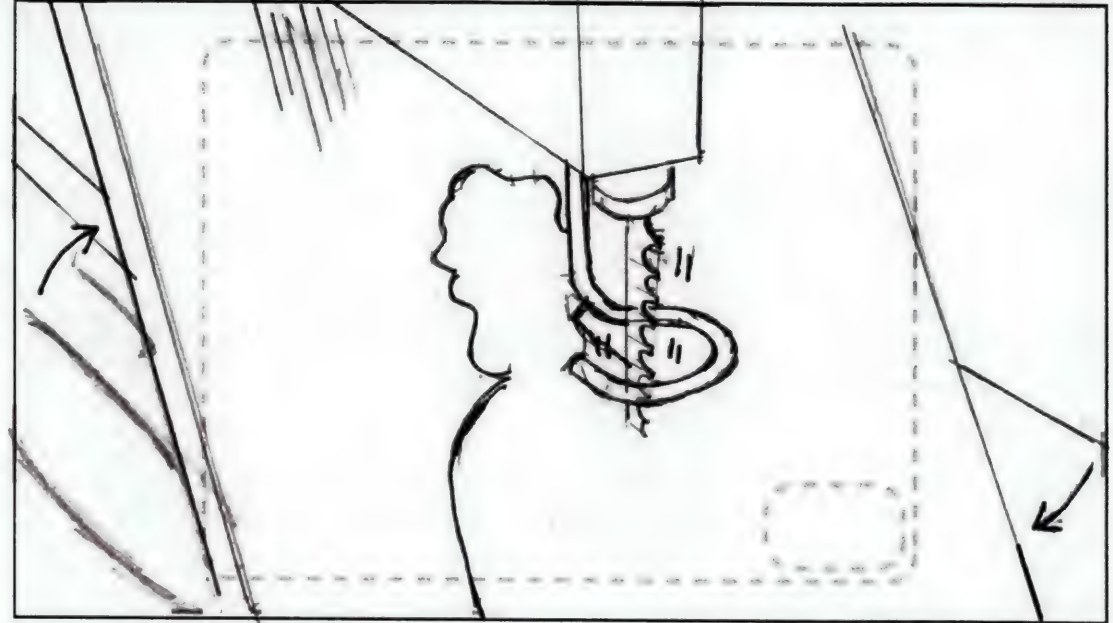
day night



Sc. 100 *CONT* Pnl. B

Bg.

day night



Dialog:

SFX: * CUTTING *

Action:

CLOSE ON JIGSAW CUTTING
A SHAPE.

PIECE OF PLYWOOD ROTATES
A BIT.

OCT 09 2014

Timing:

EPISODE # 1025-198

1025/198

Production :

1025/198

ADVENTURE TIME



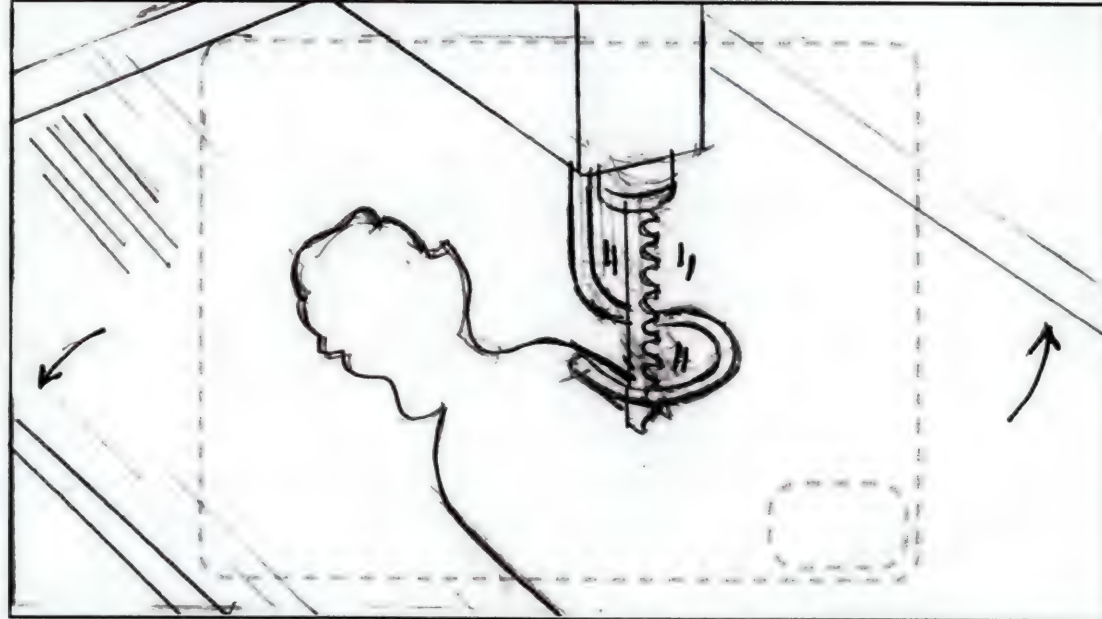
Page 244

Sc. 100 *cont*

Pnl. C

Bg.

day night

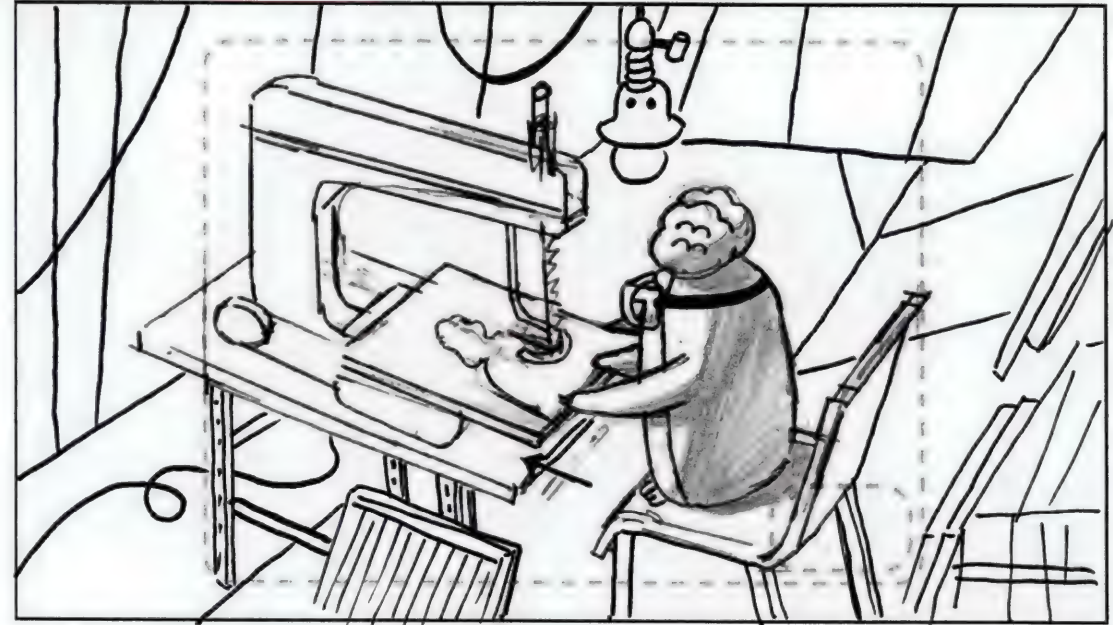


Sc. 101

Pnl. A

Bg.

day night



Dialog:

Action:

PIECE OF PLYWOOD
ROTATES AGAIN.

GUNTER WORKS WITH
A SCROLL SAW.

OCT 09 2014

Timing:

EPISODE # 1025-198

Production :

1025/198

1025/198

1025/198

1025/198

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ADVENTURE TIME

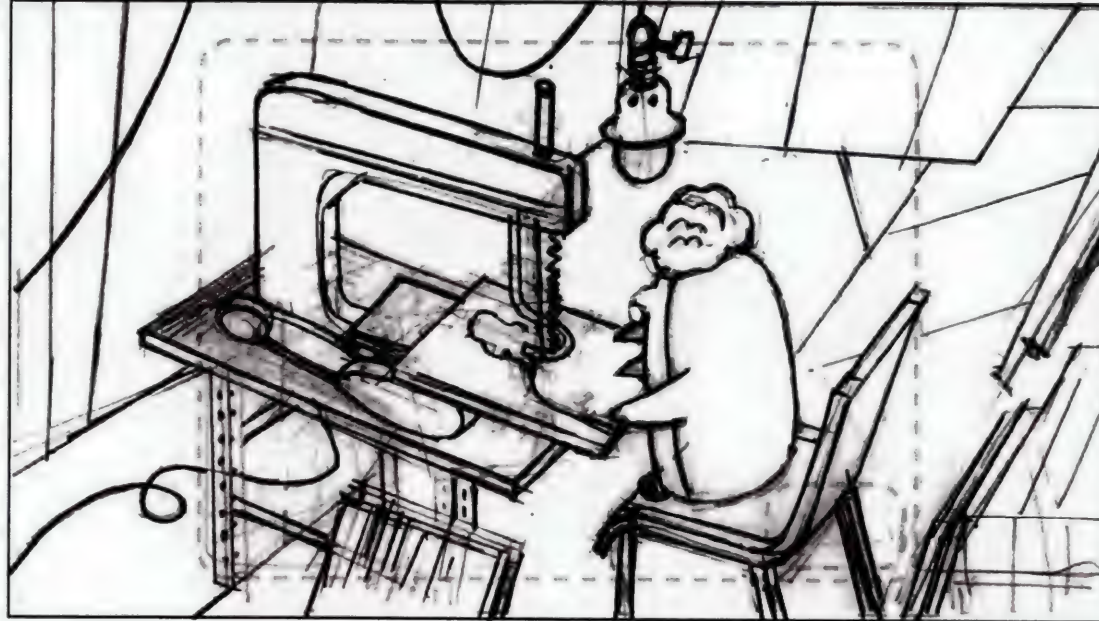


Page 245

Sc. 101 *CONT* Pnl. B

Bg.

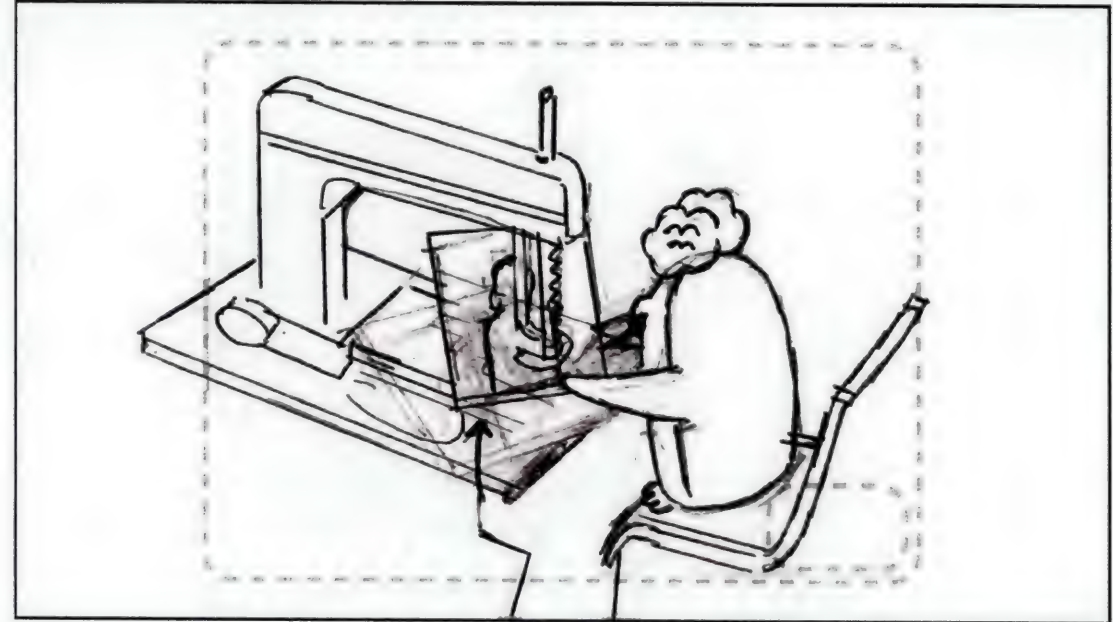
day night



Sc. 101 *CONT* Pnl. C

Bg.

day night



Dialog:

Action:

SFX: WHRRR ...

- G. ROTATES BOARD.

OCT 09 2014

Timing:

*HW
Cont*

1025-198

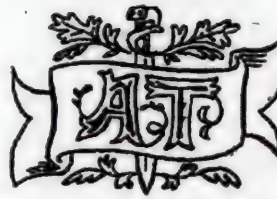
EPISODE #

1025/198

Production :

1025/198

ADVENTURE TIME



He
cut

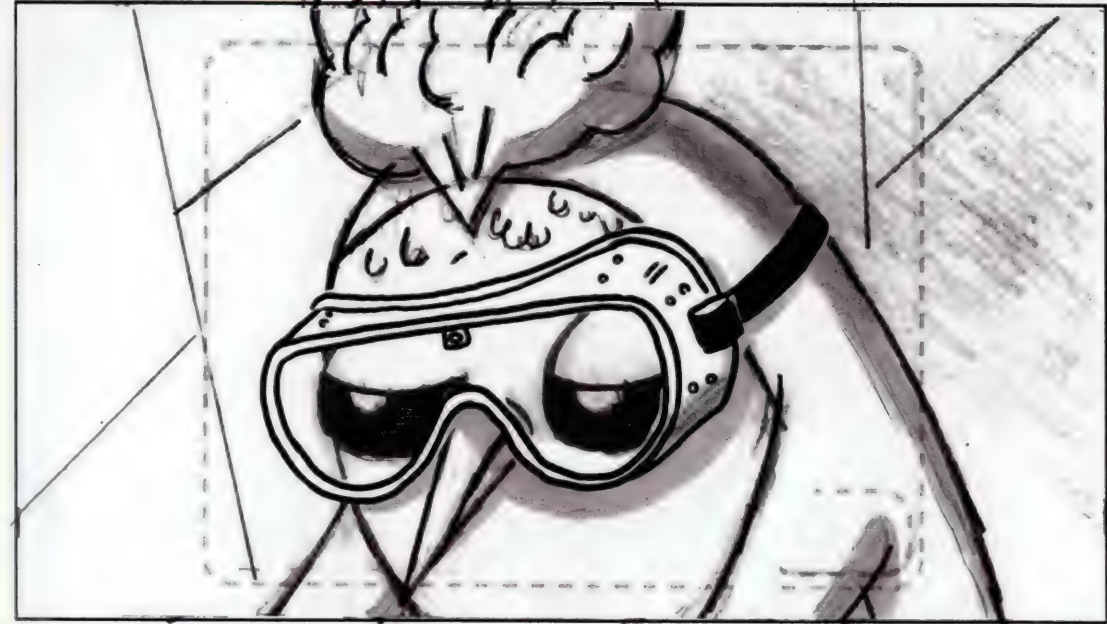
Page 246

Sc. 102.

Pnl. A

Bg.

day night



Dialog:

Action:

ON GUNTER USING
SCROLL SAW.

GUNTER MOVES THE PLYWOOD.

OCT 09 2014

Timing:

1025-198

EPISODE #

1025/198

Production :

1025/198

ADVENTURE TIME

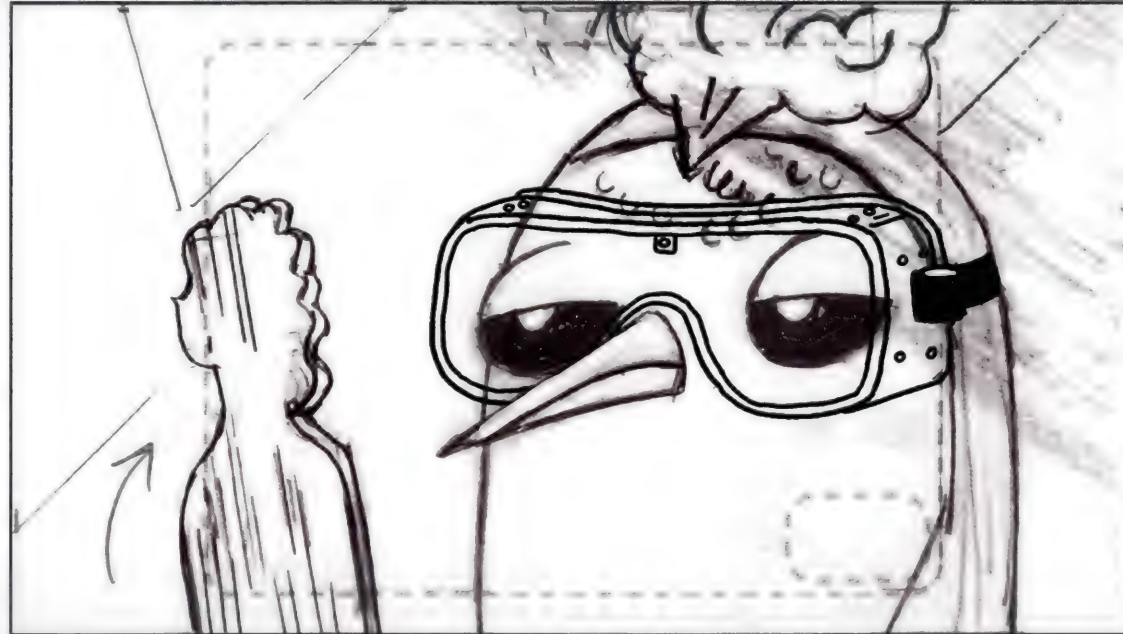


Page **247**

Sc. 102 *cont* Pnl. B

Bg.

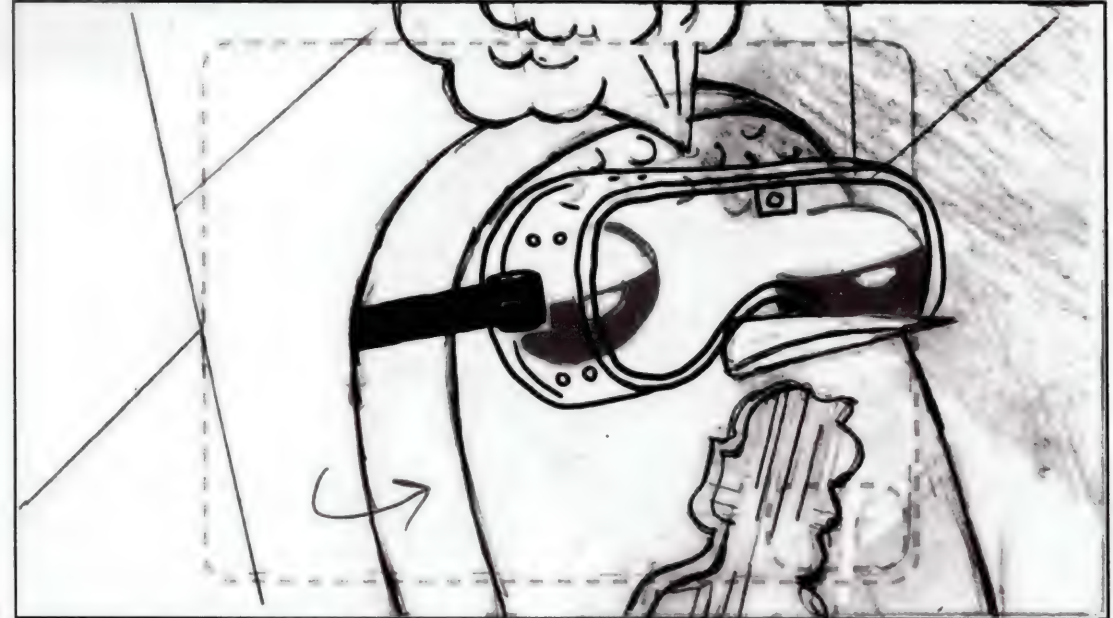
day night



Sc. 102 *cont* Pnl. C

Bg.

day night



Dialog:

Action:

- GUNTER SETTLES BACK.
- G. HOPS UP CUT-OUT.

GUNTER TURNS.

OCT 09 2014

Timing:

Ho cut

1025-198

EPISODE #

1025/198

Production :

1025/198

HO
CUT

ADVENTURE TIME



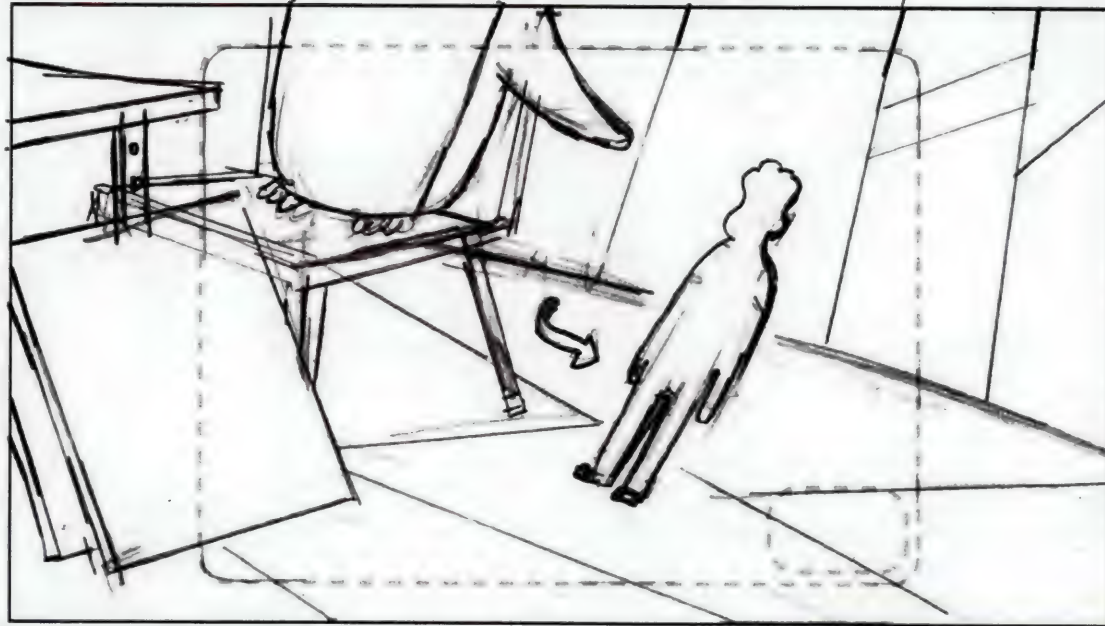
Page 248

Sc. 103

Pnl. A

Bg.

day night

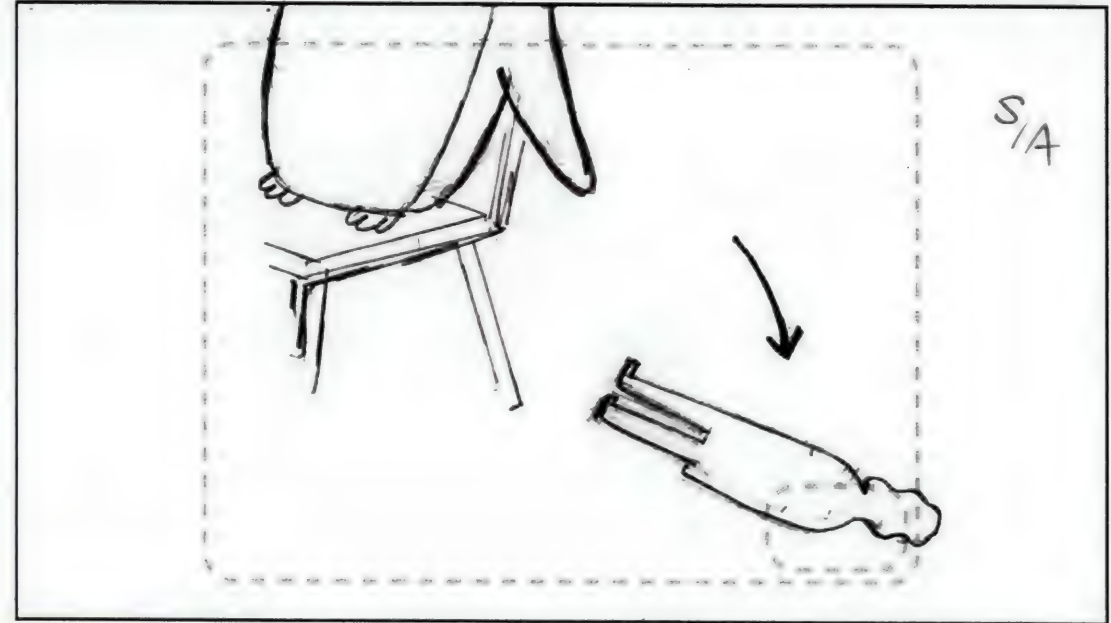


Sc. 103 *CONT*

Pnl. B

Bg.

day night



Dialog:

Action:

GUNTER DROPS CUTOUT
ONTO THE FLOOR.

Timing:



SFX: CLACK!

OCT 09 2014

Production :

EPISODE #

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1025/198

1025/198

ADVENTURE TIME



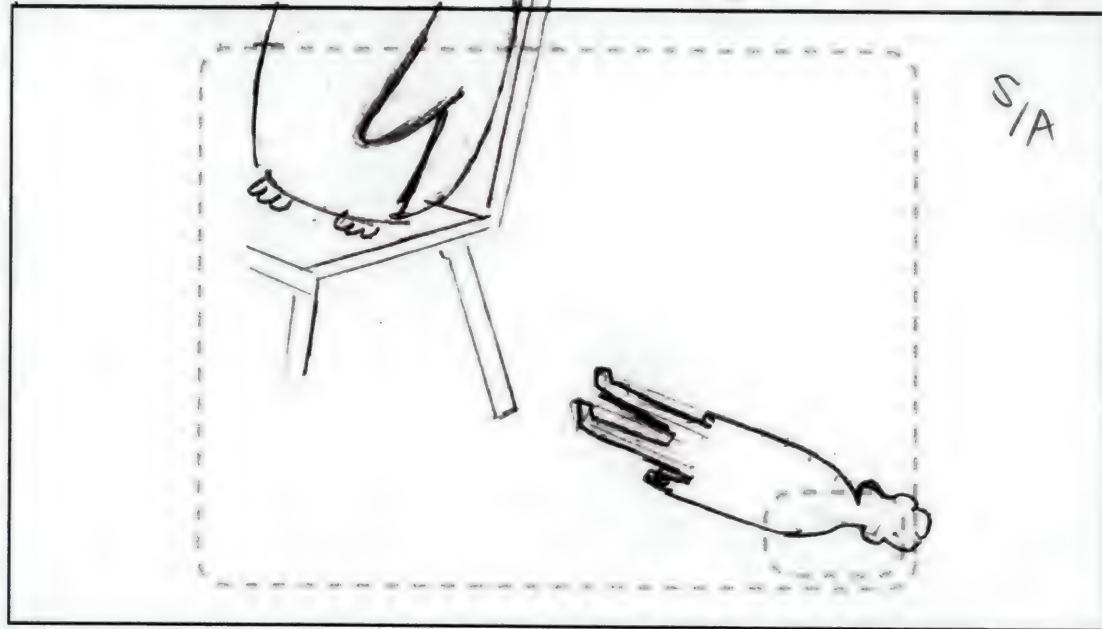
Cut

Cut

Sc. 103 *CONT* Pnl. C

Bg.

day night

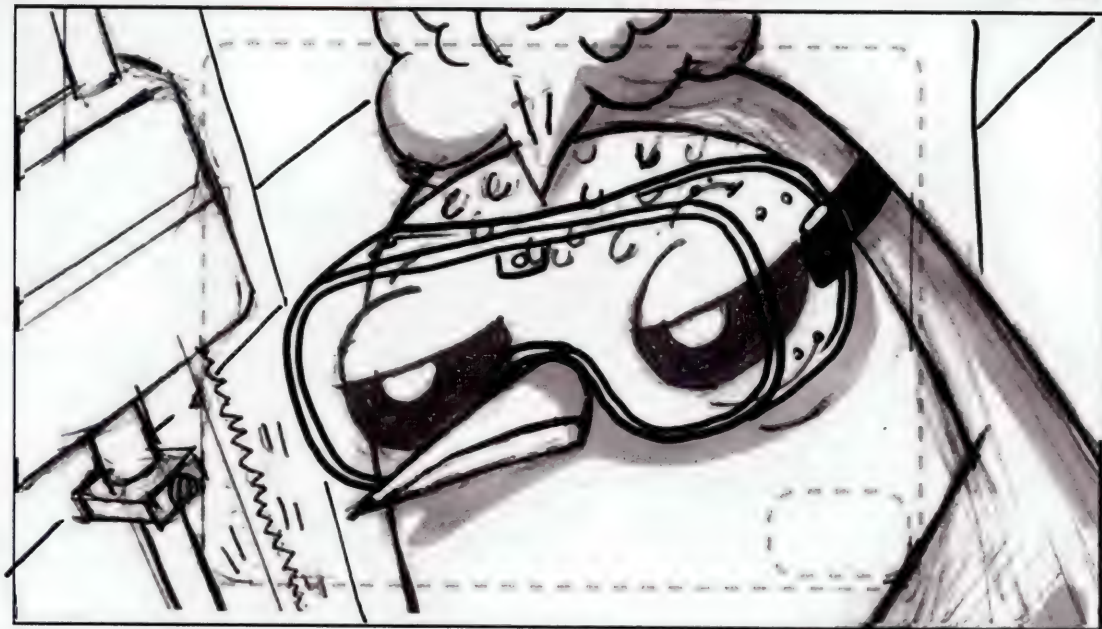


Sc. 104

Pnl. A

Bg.

day night



Dialog:		
Action:	(RECOVER GUNTER)	<p><i>SFX: * CUTTING *</i></p> <p>CLOSE ON GUNTER WORKING, SERIOUS AND ZOMBIE-LIKE. OCT 09 2014</p>
Timing:		

1025-198

EPISODE #

1025/198

Production :

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ADVENTURE TIME



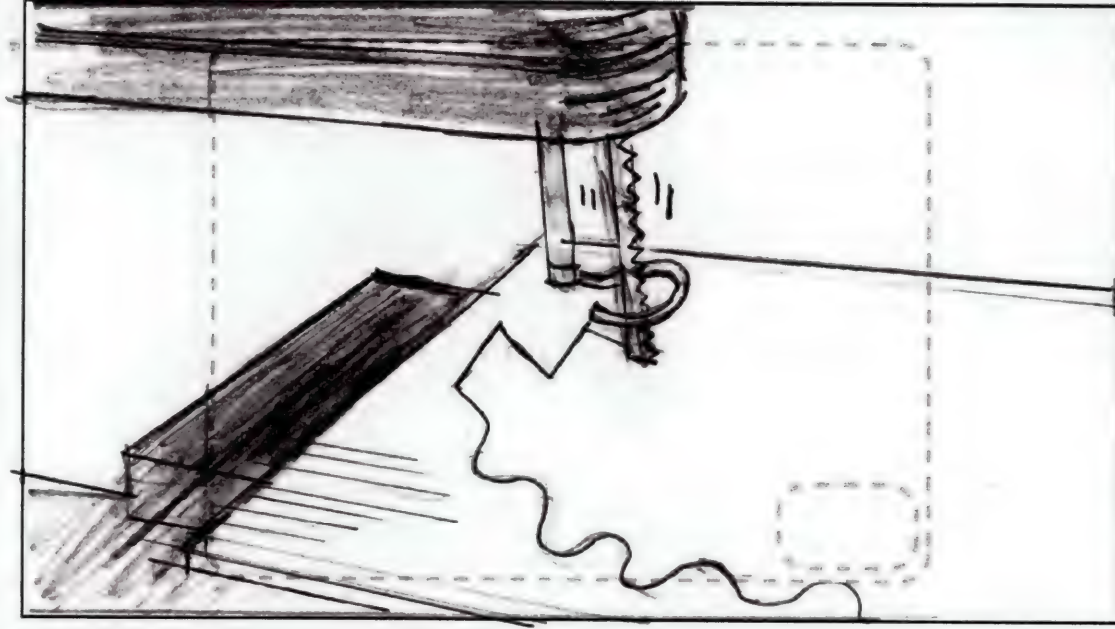
Page 250

Sc. 105

Pnl. A

Bg.

day night

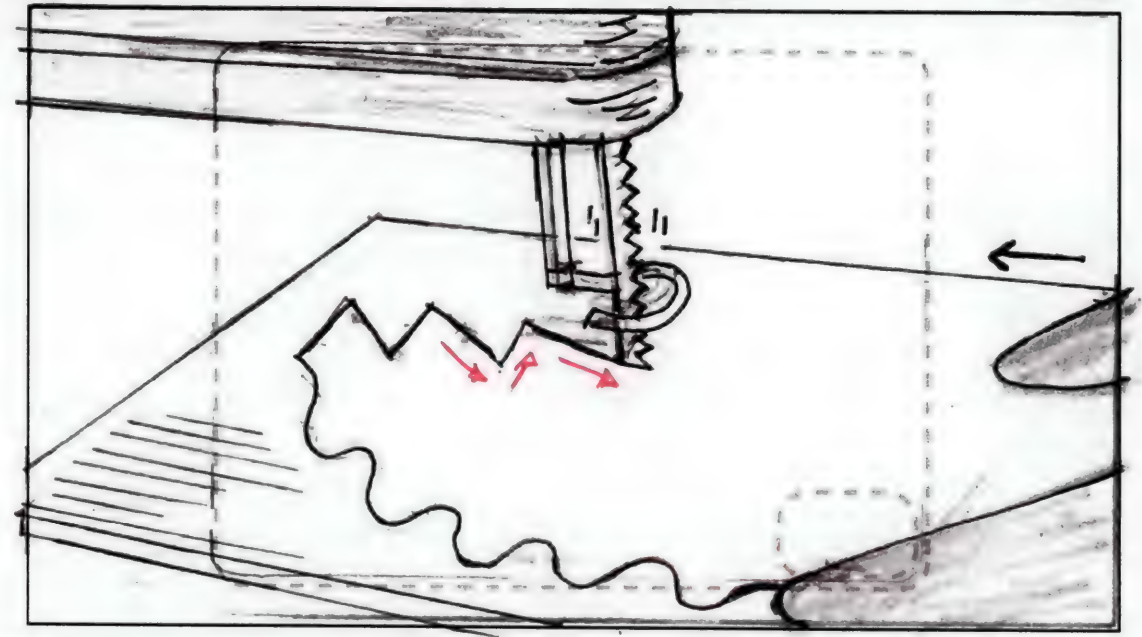


Sc. 105 *CONT*

Pnl. B

Bg.

day night



Dialog:

Action:

ON PLYWOOD GOING THROUGH
THE SCROLL SAW.

Timing:

OCT 09 2014

Production :

EPISODE # 1025-198

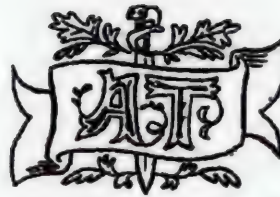
1025/198

1025/198

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Cut

ADVENTURE TIME



Page 251

Sc. 106

Pnl. A

Bg.

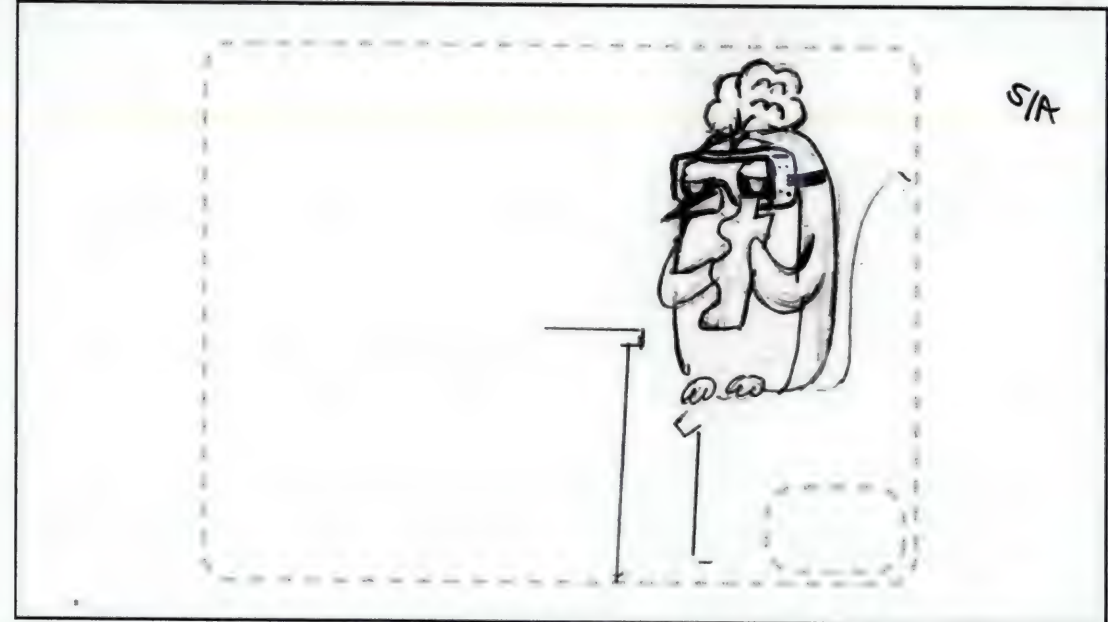
day night



Sc. 106 *cont* Pnl. B

Bg.

day night



Dialog:

Action:

ON GUNTER SAWING.



GUNTER TURNS WITH
A CUTOUT.

OCT 09 2014

Timing:

EPISODE #

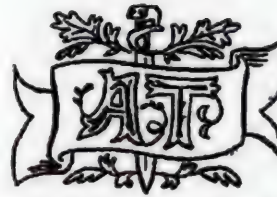
1025-198

1025/198

Production :

1025/198

ADVENTURE TIME

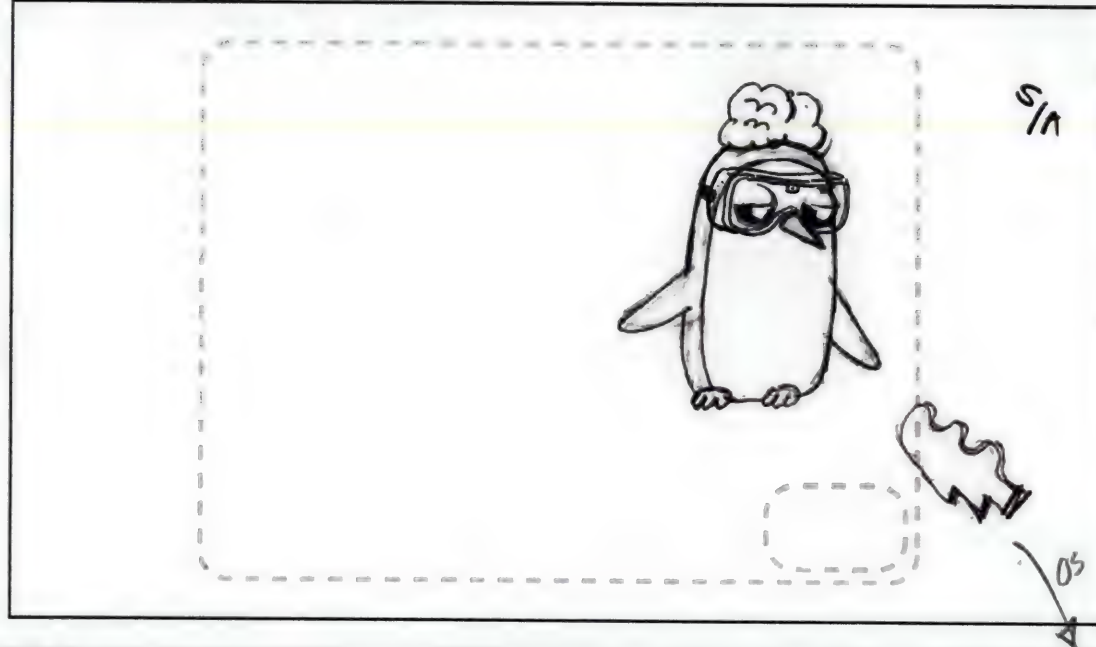


Page **252**

Sc. 106 *CONT* Pnl. C

Bg.

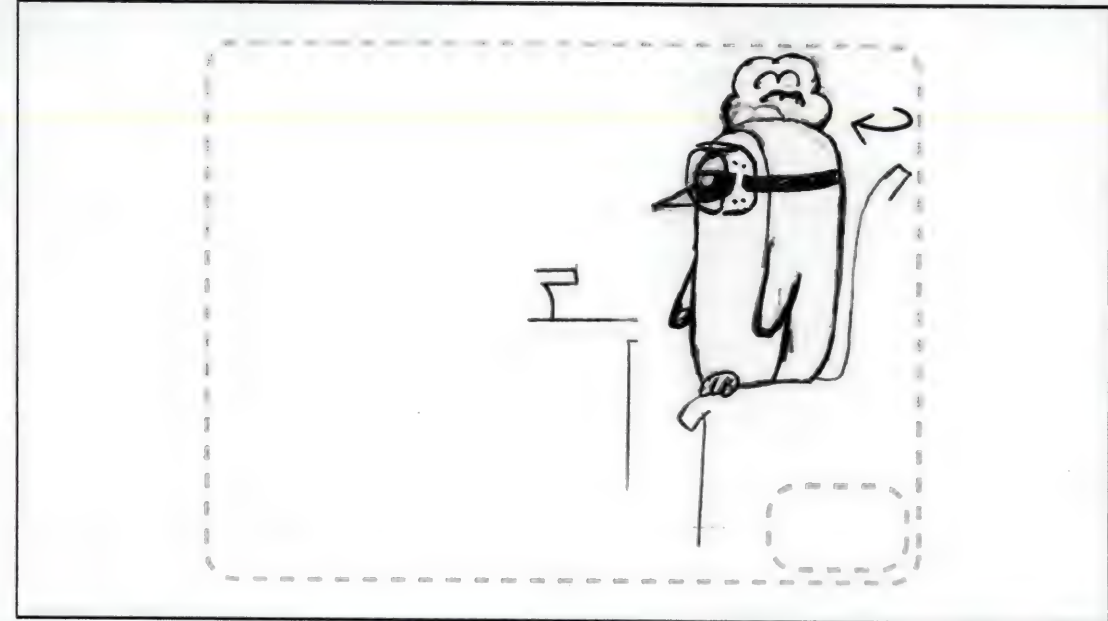
day night



Sc. 106 *CONT* Pnl. D

Bg.

day night



Dialog:

SFX: * CLACK *

Action:

GUNTER DROPS THE CUTOUT
TO THE FLOOR.

GUNTER TURNS BACK TO
THE SCROLL SAW.

OCT 09 2014

Timing:

Production :

EPISODE #

1025-198

1025/198

1025/198

Sc. 107

Bg.

day night

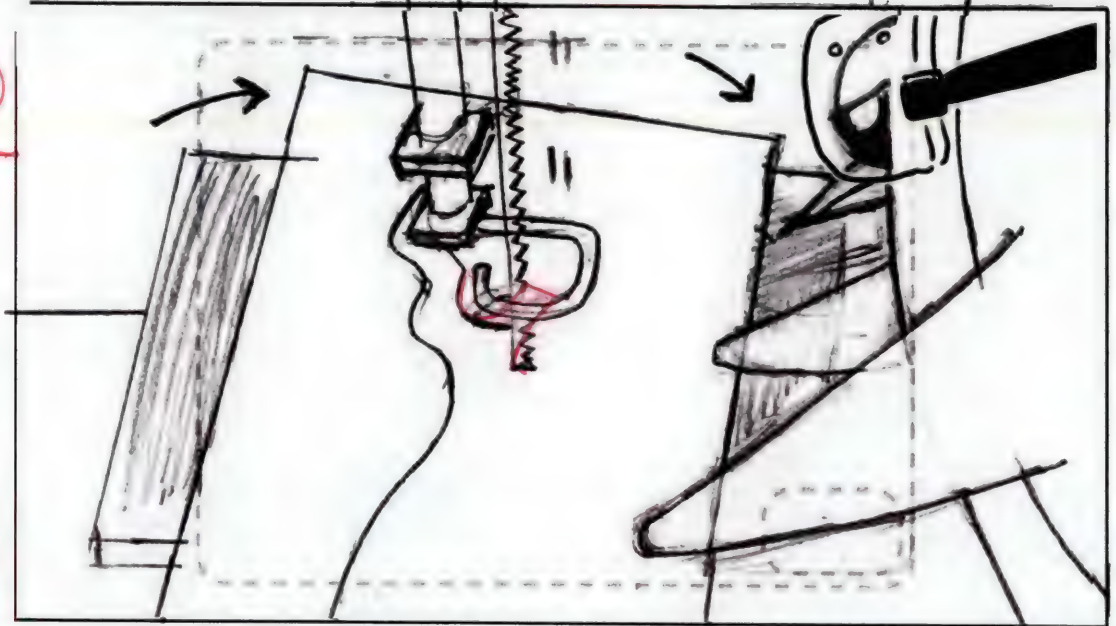
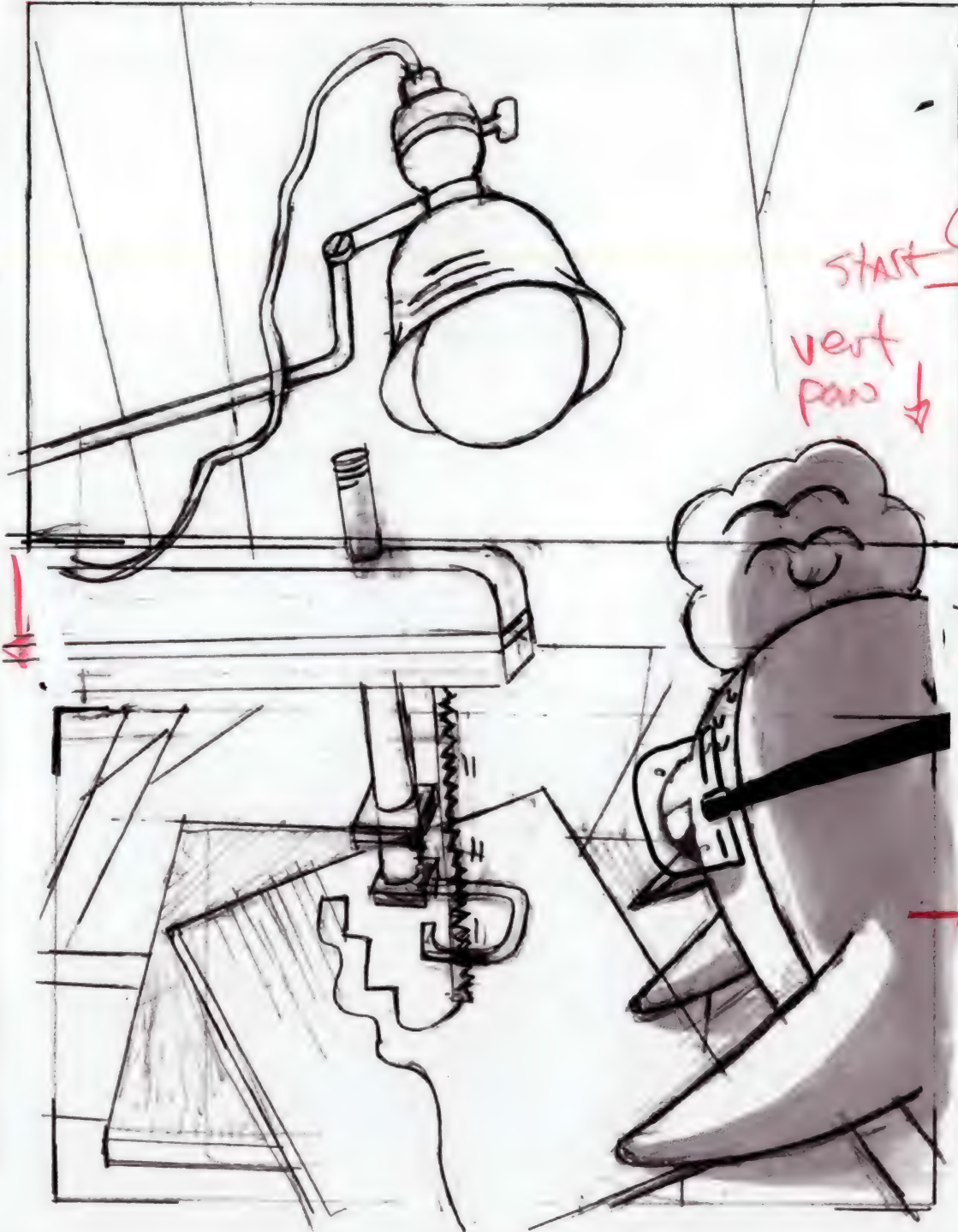
vert
PAN DOWN FROM LAMP
TO GUNTER WORKING.

Page 253

Sc. 107 cont Pnl.

Bg.

day night



OCT 09 2014

EPISODE # 1025-198

Production :

1025/198

1025/198

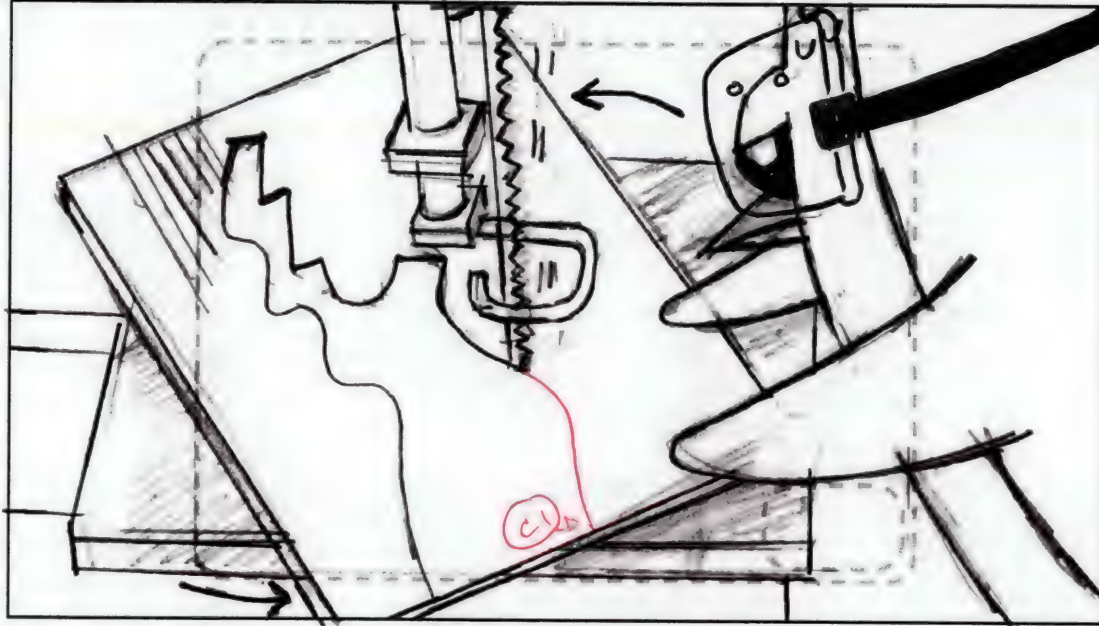
ADVENTURE TIME



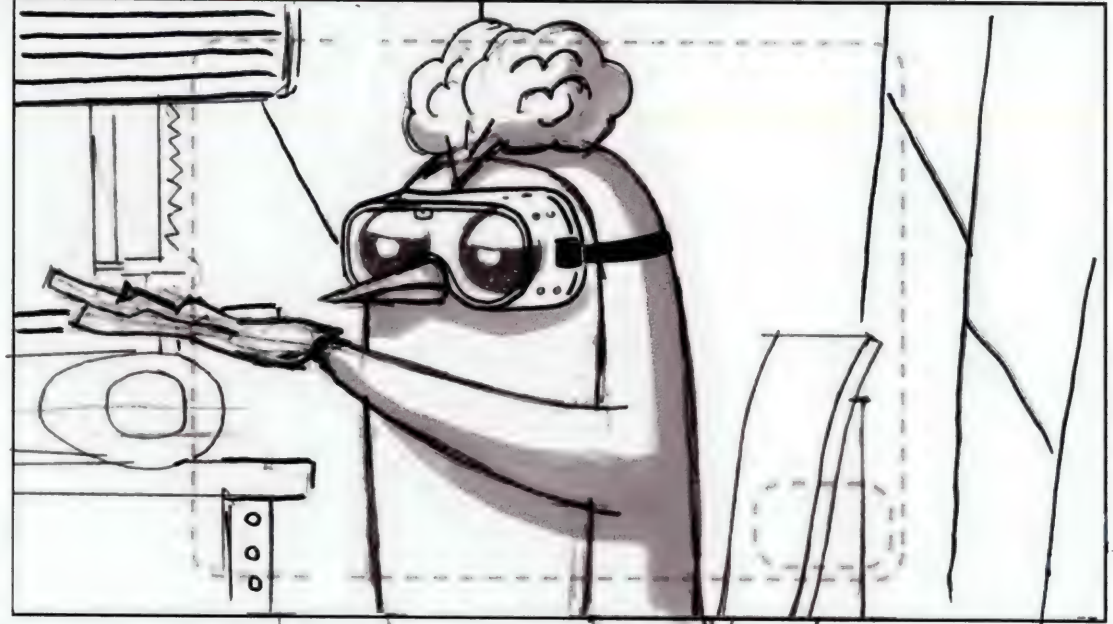
Hi
Cut

Page 254

Sc. 107 *cont* Pnl. *D* Bg. day night



Sc. 108 Pnl. *A* Bg. day night



Dialog:

Action:

ON GUNTER GRABBING A
CUTOUT FROM THE SAW.

OCT 09 2014

Timing:

1025-198
EPISODE #

Production :

1025/198

1025/198

ADVENTURE TIME

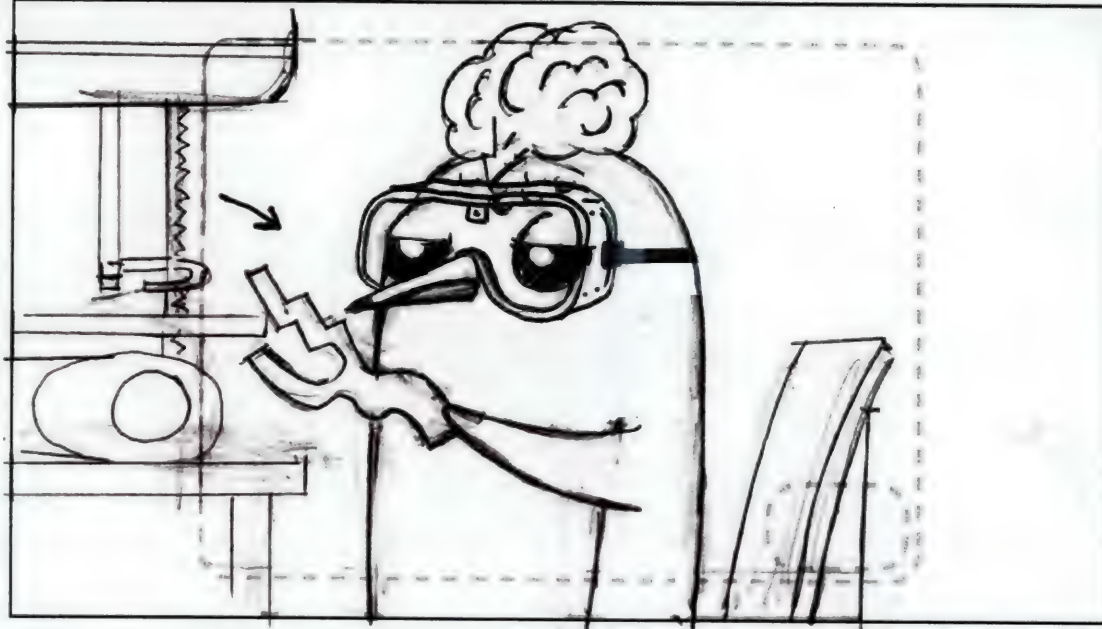


Page **255**

Sc. 108 *CONT* Pnl. B

Bg.

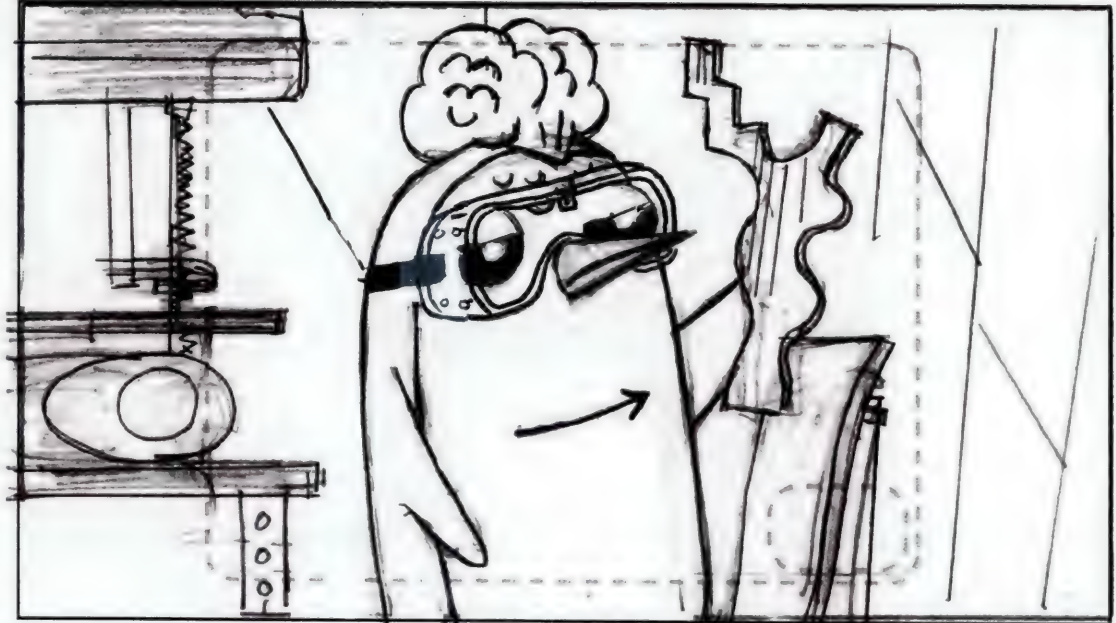
day night



Sc. 108 *CONT* Pnl. C

Bg.

day night



Dialog:

Action:

GUNTER TURNS.

Timing:

OCT 09 2014

Production :

EPISODE #

1025-198

1025/198

1025/198

ADVENTURE TIME

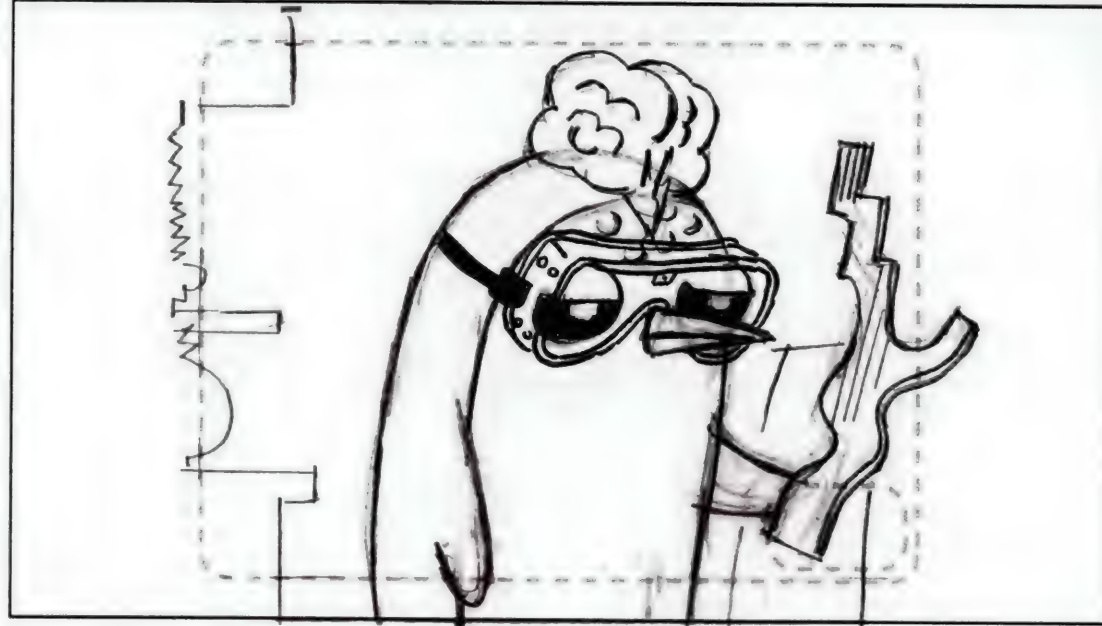


Page 256

Sc. 108 *CONT* Pnl. D

Bg.

day night

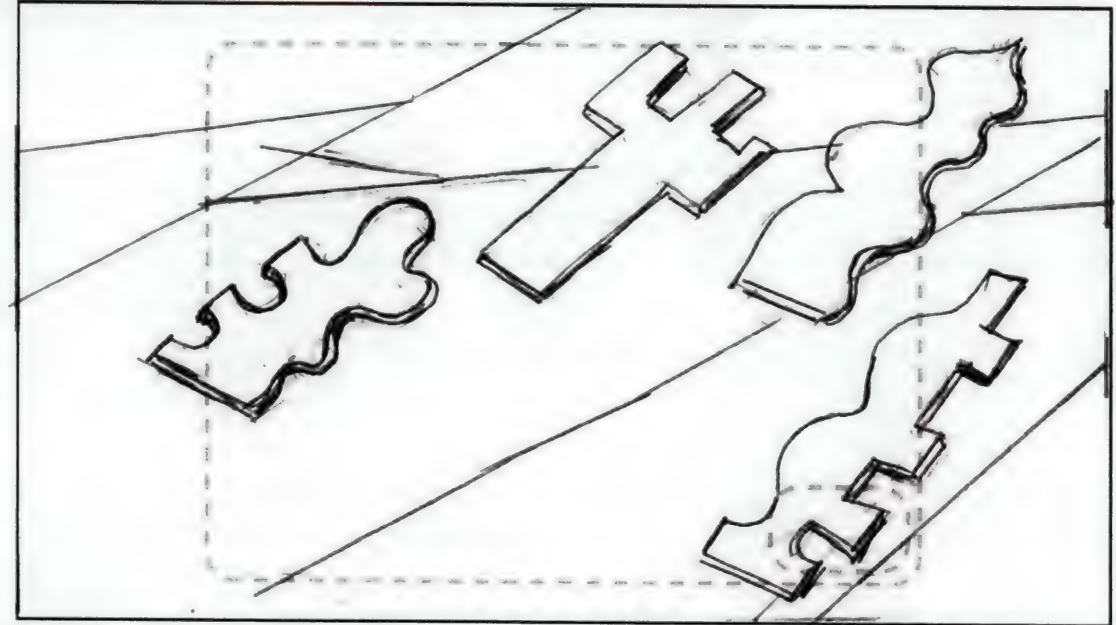


Sc. 109

Pnl. A

Bg.

day night



Dialog:

Action:

GUNTER ANTICS TOSSING
THE CUTOUT.

ON CUTOUTS ON THE FLOOR.

OCT 09 2014

Timing:

1025-198

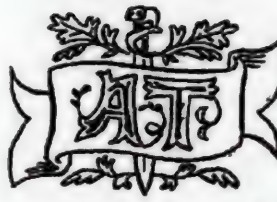
EPISODE #

1025/198

Production :

1025/198

ADVENTURE TIME

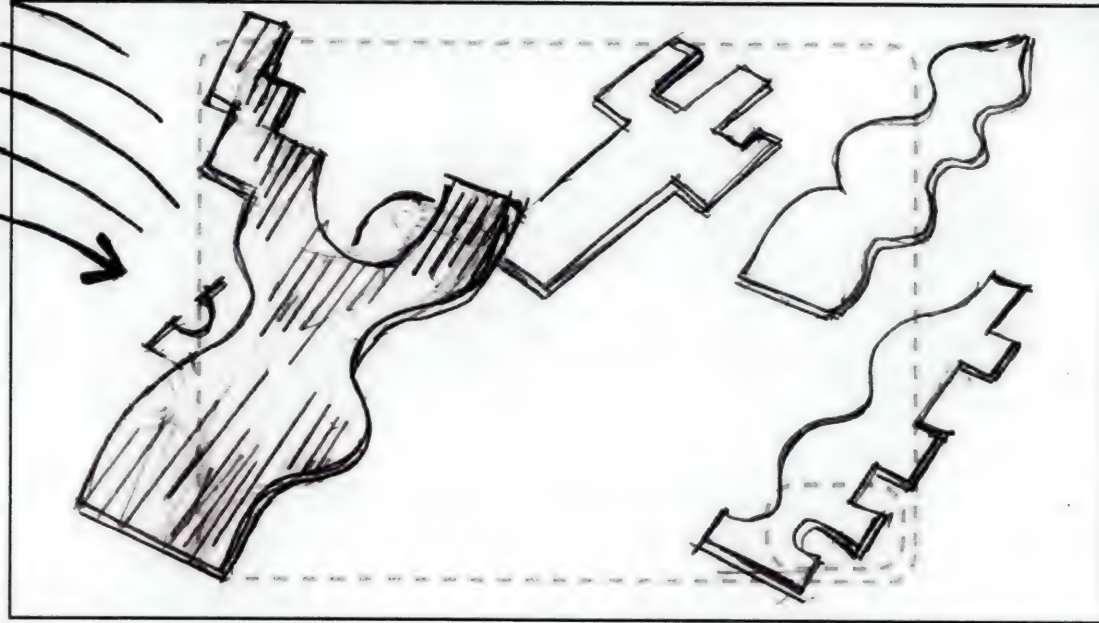


Page **257**

Sc. 109 *cont* Pnl. B

Bg.

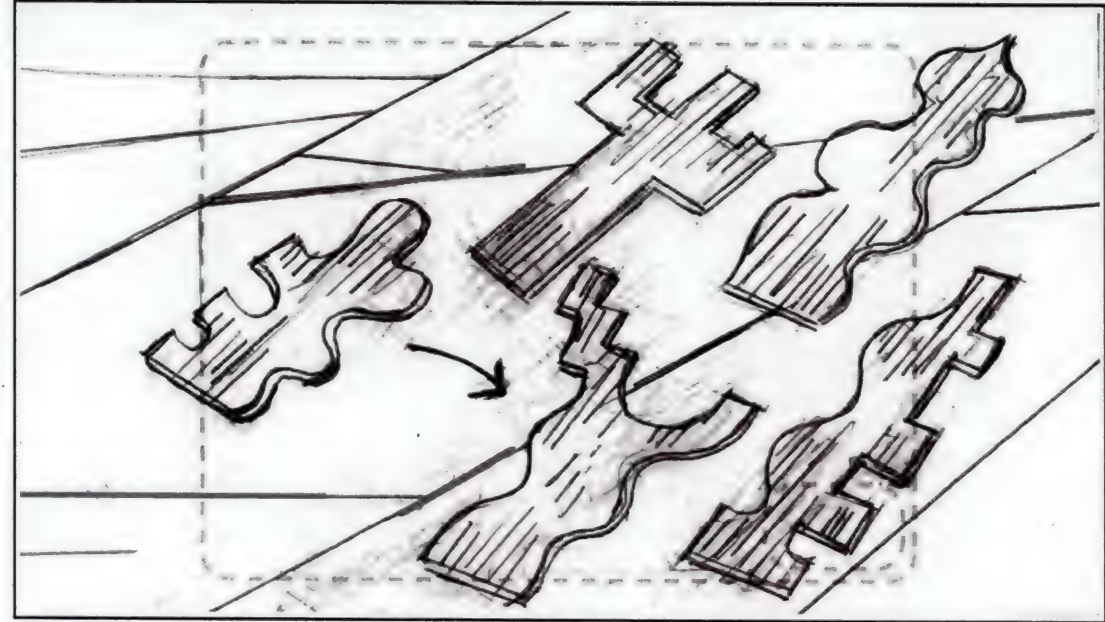
day night



Sc. 109 *cont* Pnl. C

Bg.

day night



Dialog:

SFX: CLACK!

Action:

NEW CUTOUT FALLS IN...

CUTOUT HITS FLOOR.

Timing:

OCT 09 2014

Production :

EPISODE #

1025-198

1025/198

1025/198

ADVENTURE TIME



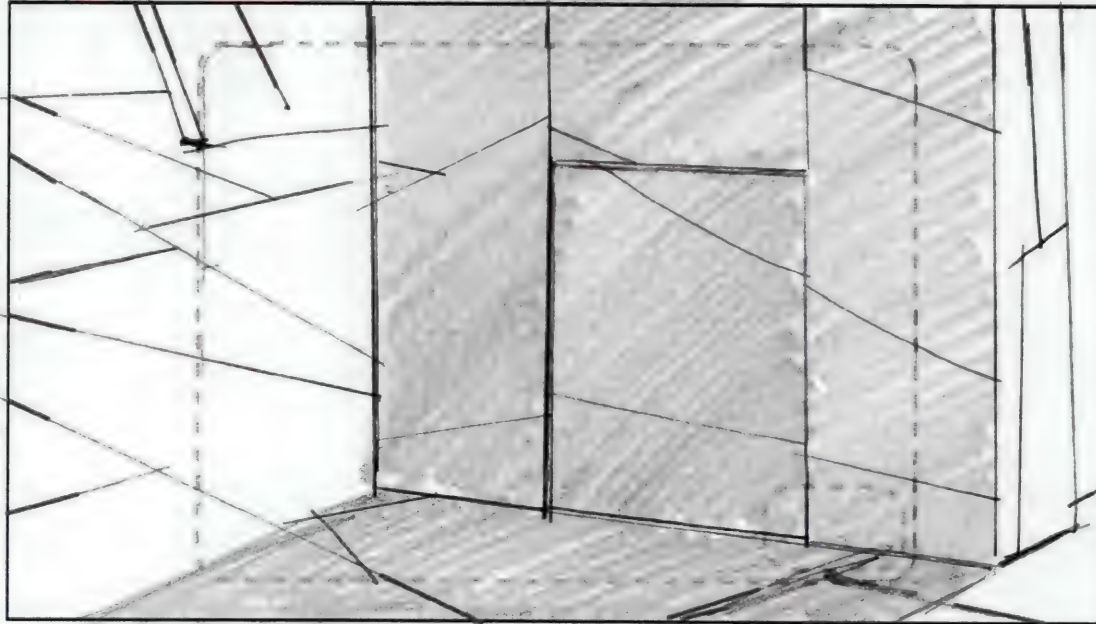
Page 258

Sc. 110

Pnl. A

Bg.

day night

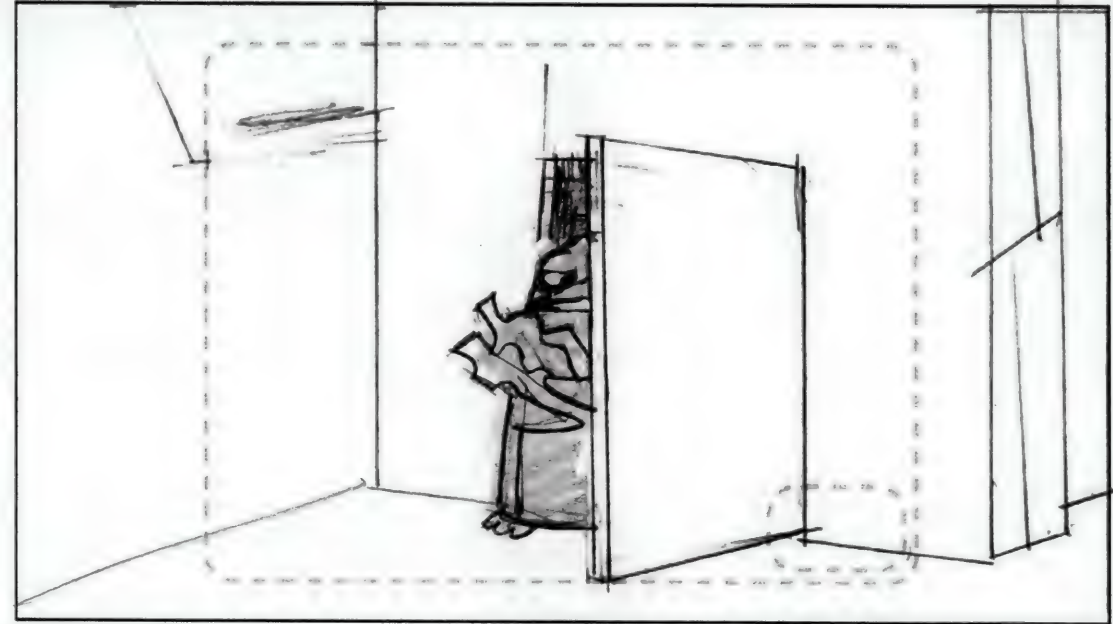


Sc. 110 *cont*

Pnl. B

Bg.

day night



Dialog:

Action:

GUNTER COMES THROUGH DOOR,
CARRYING A STACK OF CUTOUTS.

Timing:

OCT 09 2014

1025-198

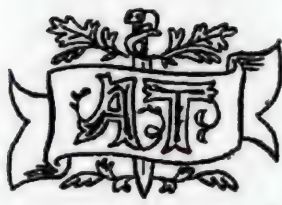
EPISODE #

1025/198

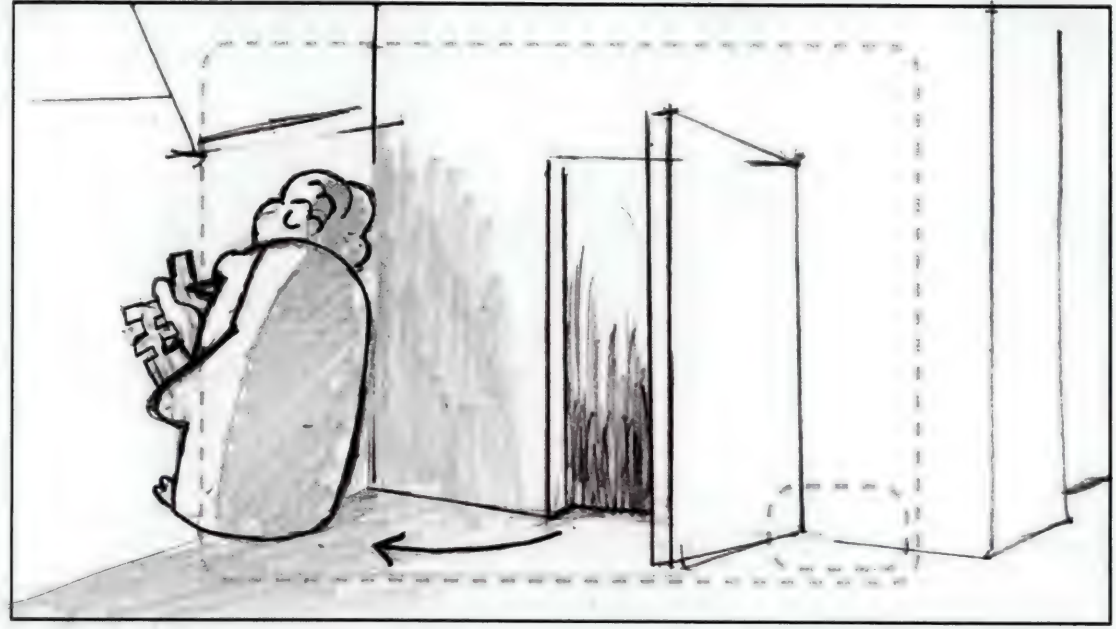
Production :

1025/198

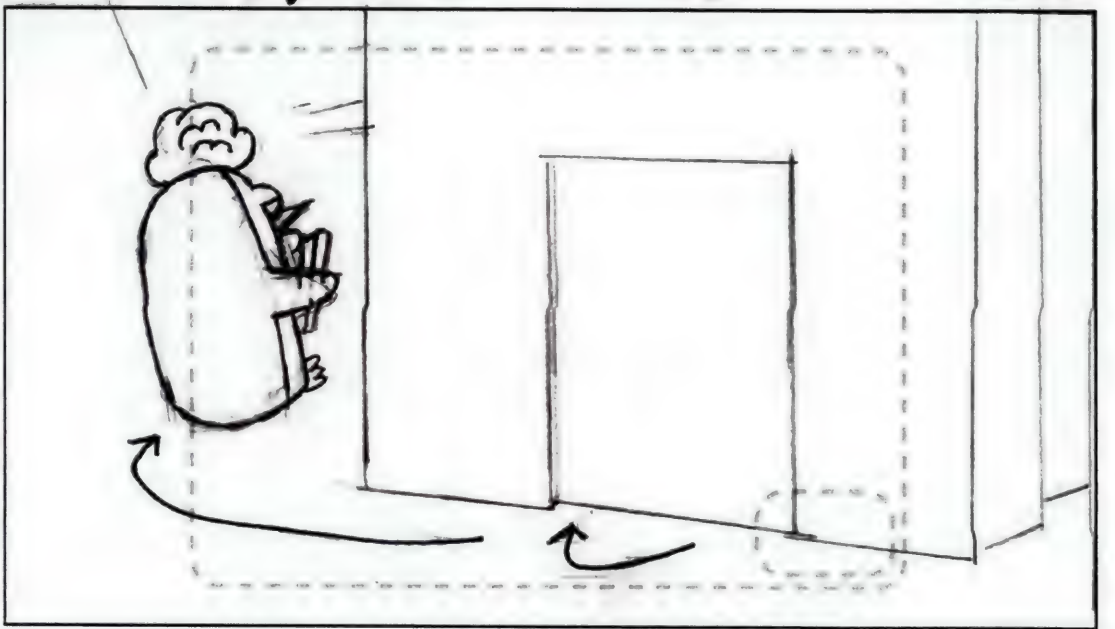
ADVENTURE TIME



Sc. 110 *CONT* Pnl. C Bg. day night



Sc. 110 *CONT* Pnl. D Bg. day night



Dialog:	<p><u>SFX</u> = SQUEAK ... SMAK (DOOR) MAYBE SOUNDS LIKE A SCREEN DOOR.</p> <p>- SECRET DOOR CLOSCS.</p> <p>OCT 09 2014</p>
Action:	
Timing:	

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EPISODE #

1025/198

Production :

ADVENTURE TIME

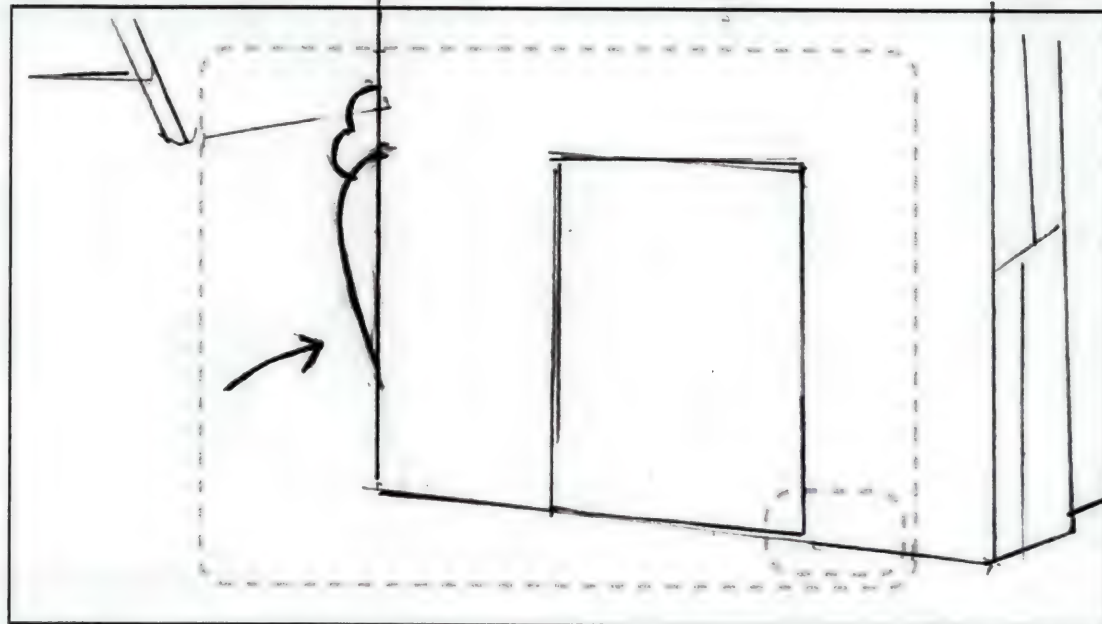


Page 260

Sc. 110 *CONT* Pnl. E

Bg.

day night

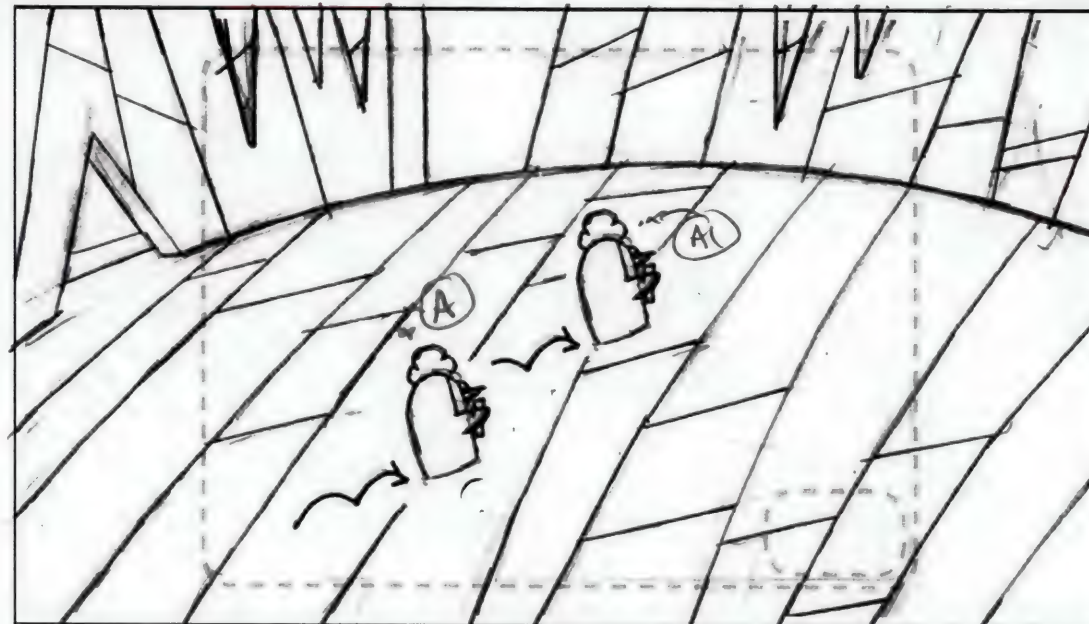


Sc. 111

Pnl. A

Bg.

day night



Dialog:

Action:

WIDE ON GUNTER WALKING
TO THE CENTER OF THE ROOM.

OCT 09 2014

Timing:

1025-198

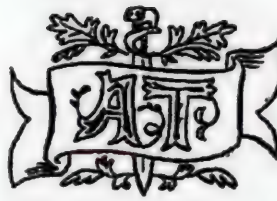
EPISODE #

1025/198

Production :

1025/198

ADVENTURE TIME



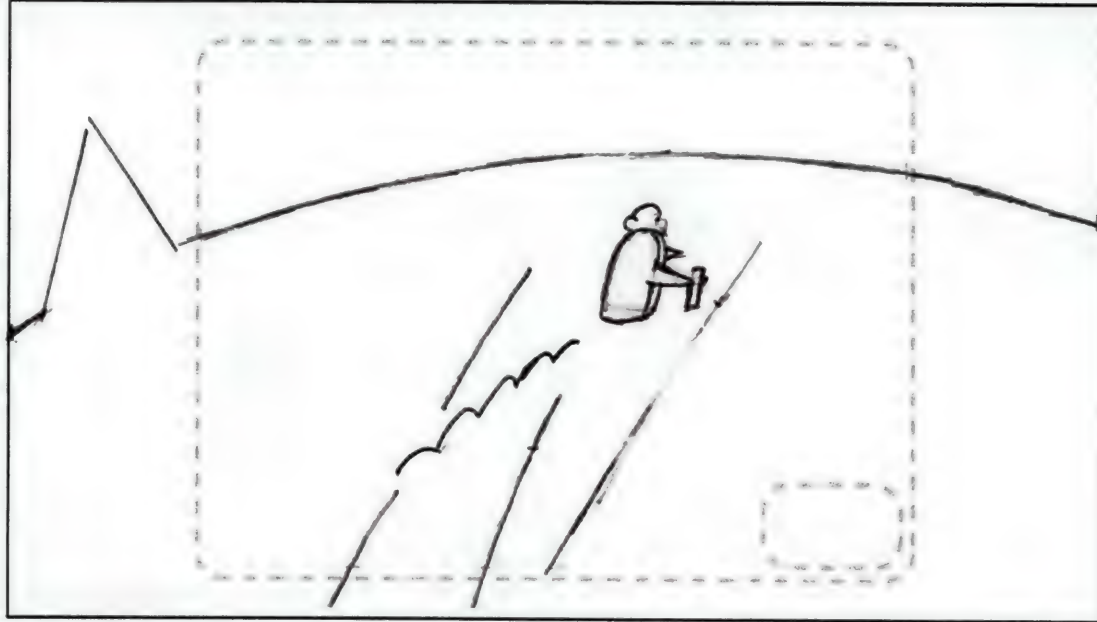
HO
GUT

Page 261

Sc. 111 *CONT* Pnl. B

Bg.

day night

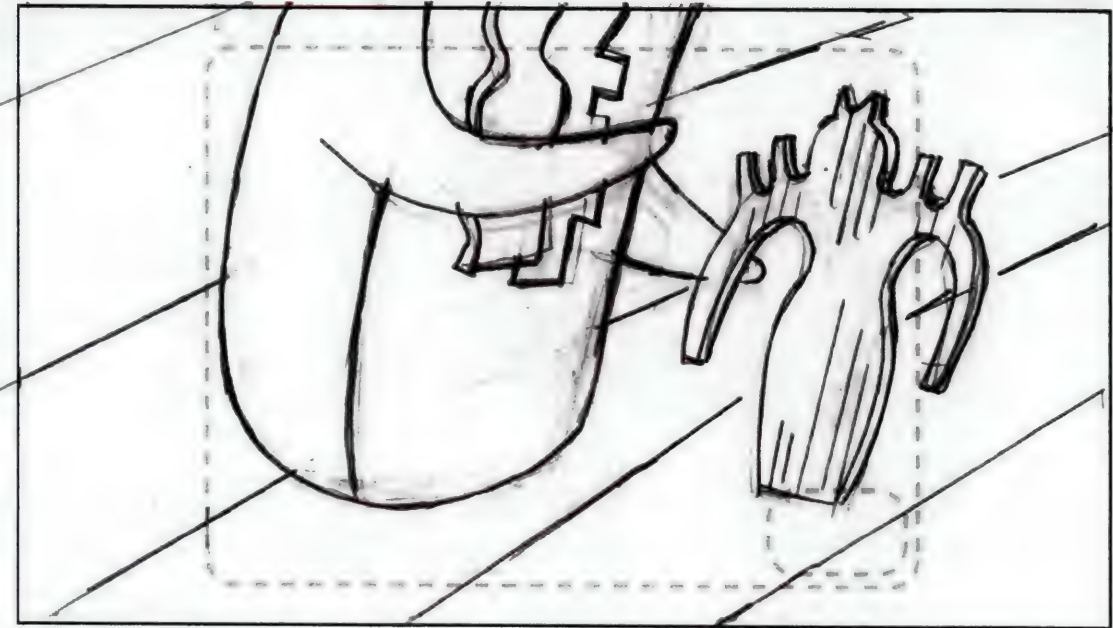


Sc. 112

Pnl. A

Bg.

day night



Dialog:

Action:

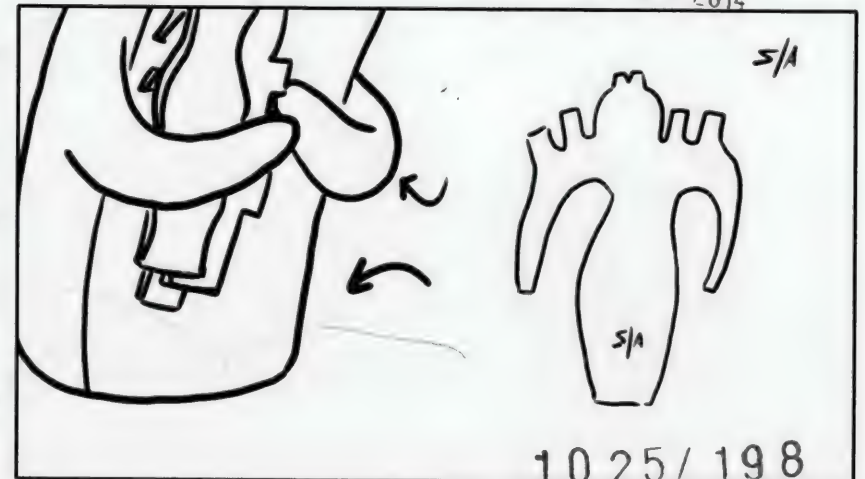
GUNTER STOPS AND PUTS DOWN
ONE OF THE CUTOUTS.

GUNTER PLACES CUTOUTS
ON THE FLOOR.

Timing:

SFX: * K L K *

Ⓐ OCT 09 2014



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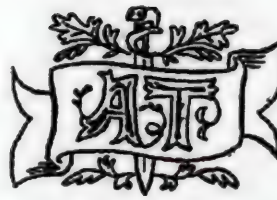
EPISODE #

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1025/198

1025/198

ADVENTURE TIME

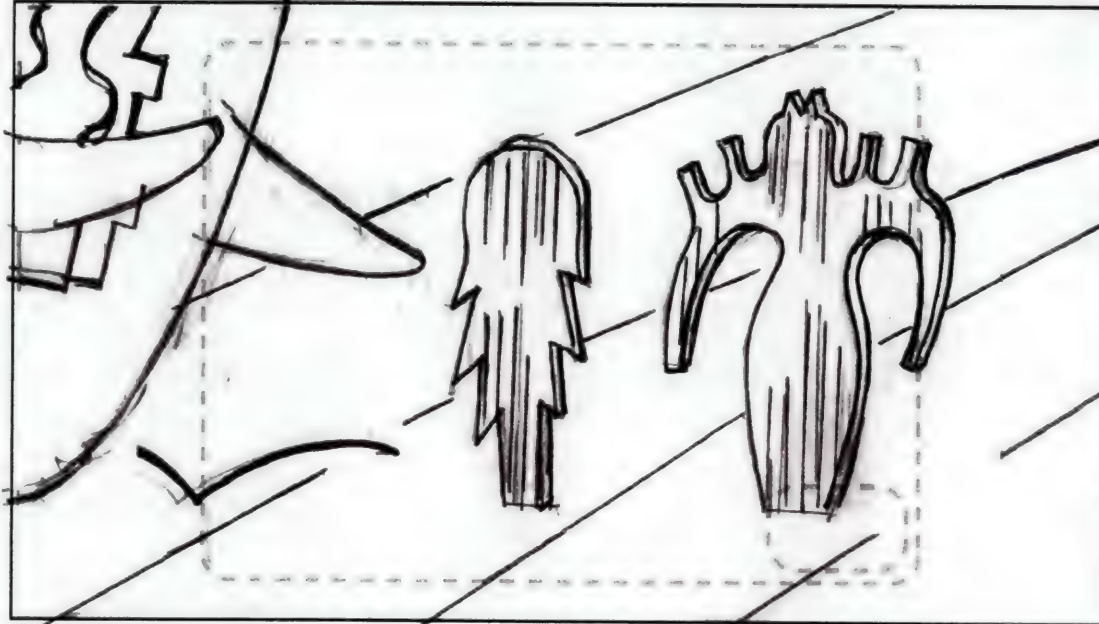


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Sc. 112 *CONT* Pnl. B

Bg.

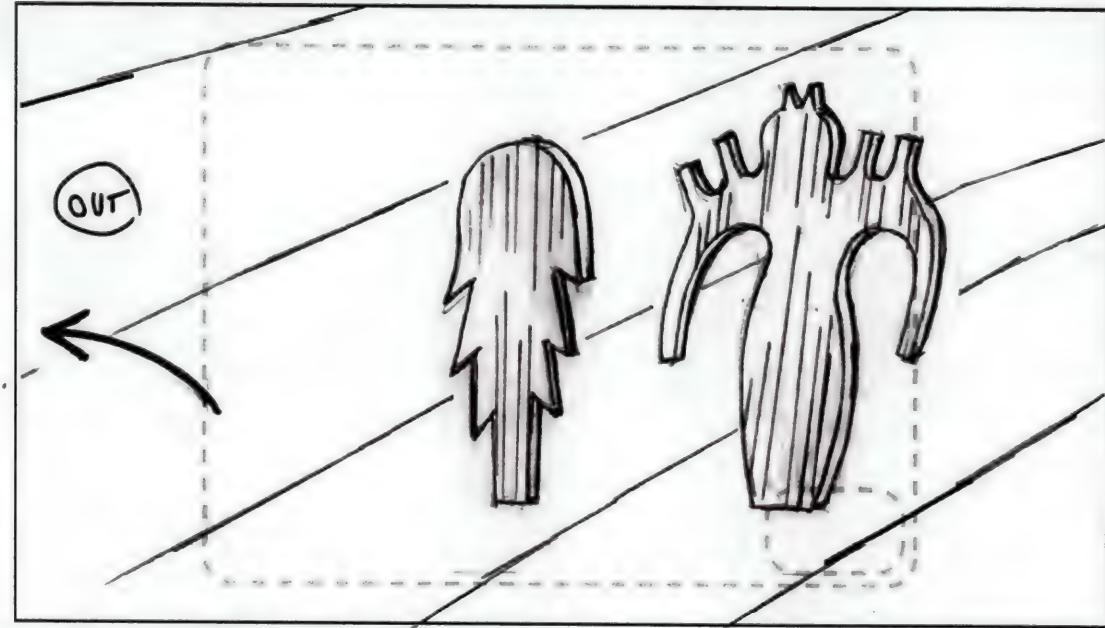
day night



Sc. 112 *CONT* Pnl. C

Bg.

day night



Dialog:

SFX: * KLK *

Action:

-G. BACKS OFF/S.

OCT 09 2014

Timing:

EPISODE #

1025-198

Production :

1025/198

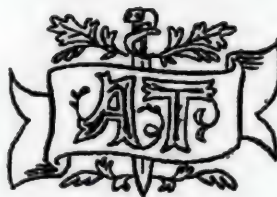
1025/108

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1025/198
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Cut

ADVENTURE TIME



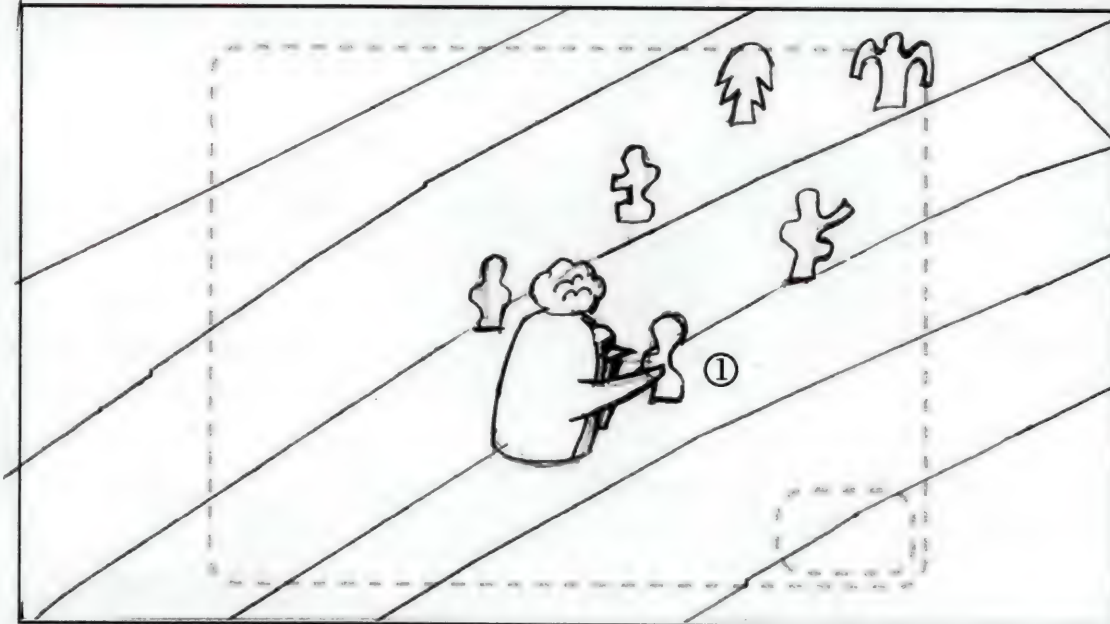
Page 263

Sc. 113

Pnl. A

Bg.

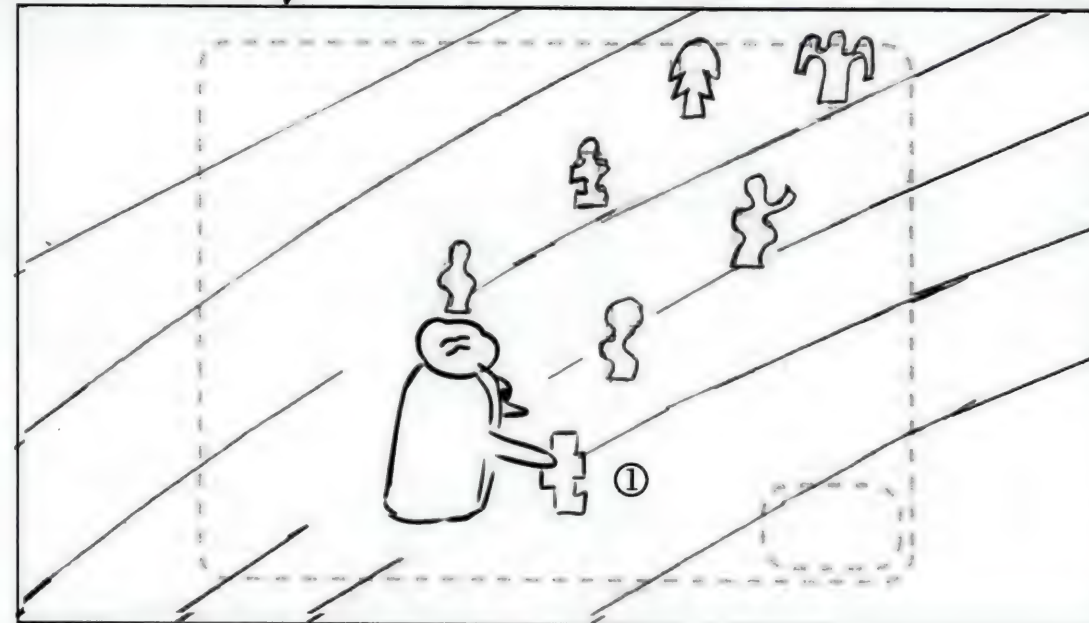
day night



Sc. 113 *cont* Pnl. B

Bg.

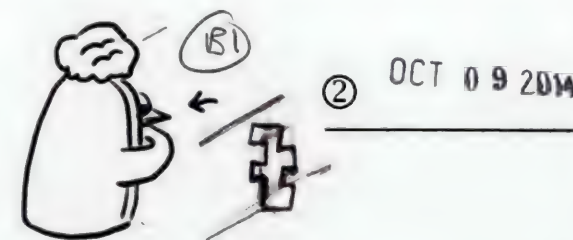
day night



Dialog:

Action:

Timing:



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EPISODE #

Production :

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ADVENTURE TIME



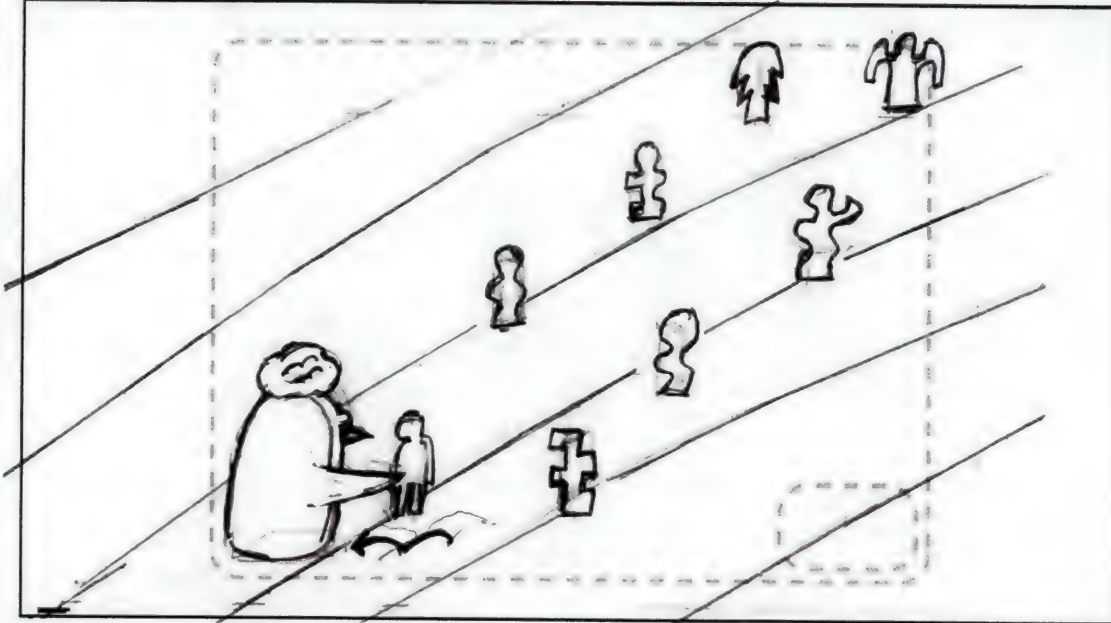
Cut

Page **264**

Sc. 113 *CONT* Pnl. C

Bg.

day night

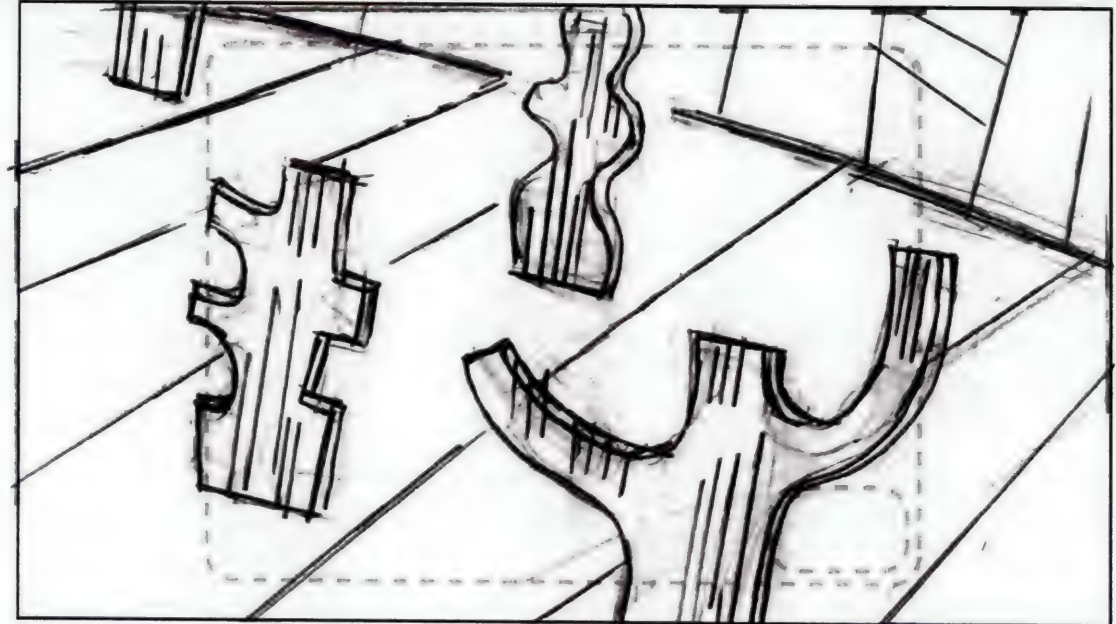


Sc. 114

Pnl. A

Bg.

day night



Dialog:

Action:

-G. SETS DOWN LAST CUT-OUT

OCT 09 2014

Timing:

EPISODE # 1025-198

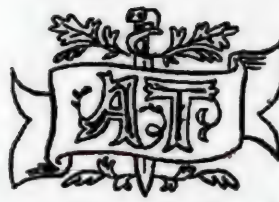
Production :

1025/198

1025/198

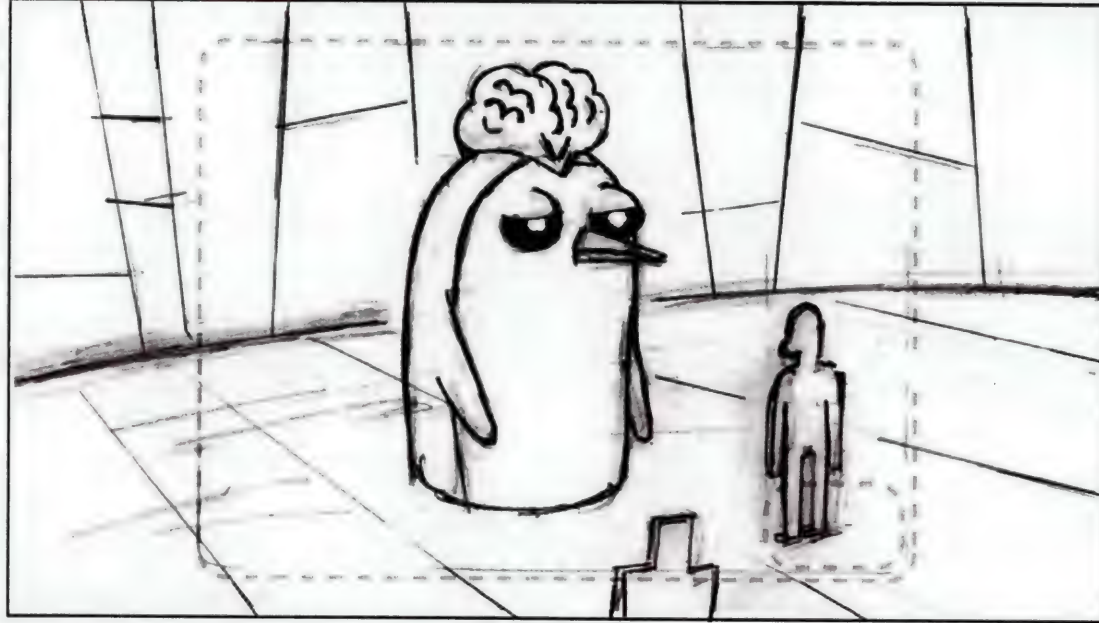
1025/198

ADVENTURE TIME

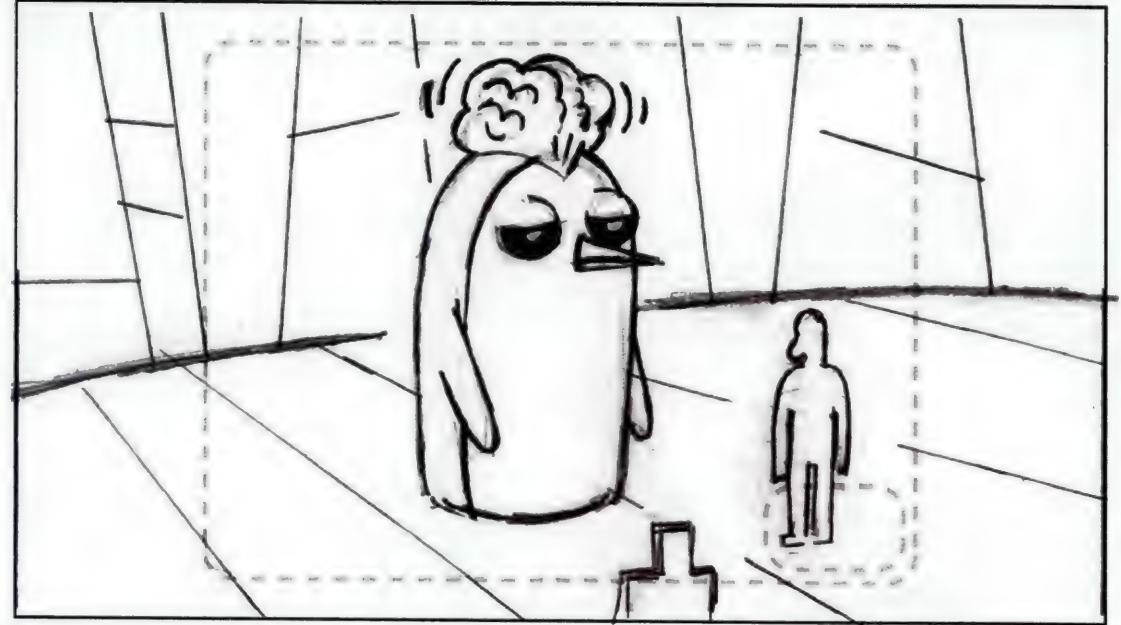


Page 265

Sc. 115 Pnl. A Bg. day night



Sc. 115 *cont* Pnl. B Bg. day night



Dialog:

SFX: OW000

SFX: W000-000

Action:

BRAIN STARTS TO
PULSATE.

OCT 09 2014

Timing:

1025-198

EPISODE #

1025/198

Production :

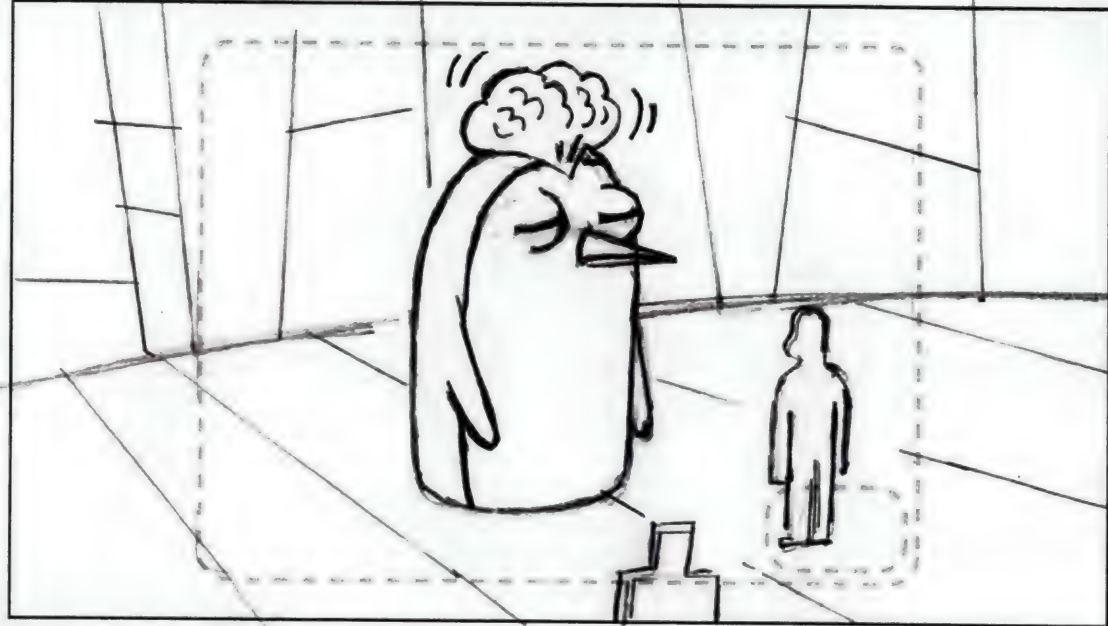
1025/198

ADVENTURE TIME

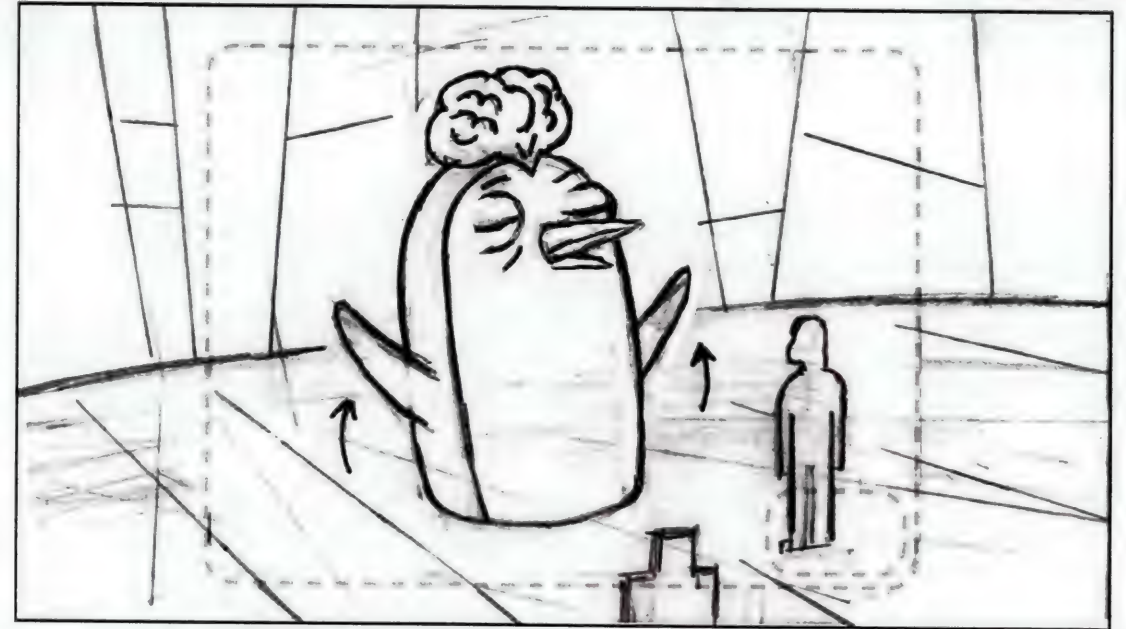


Page 266

Sc. 115 *cont* Pnl. C Bg. day night



Sc. 115 *cont* Pnl. D Bg. day night



Dialog:

G: (LONG CHANT) WEEEEEEENK -

Action:

- GUNTER CLOSES EYES.

Timing:

OCT 09 2014

Production :

*Cut up
X Diss
a post*

1025-198

EPISODE #

1025/198

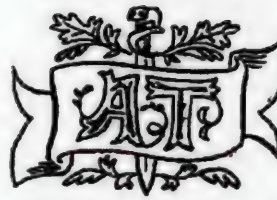
*X
X Diss
a post*

1025/198

1025/198

Cut
w/ Xerox
Post

ADVENTURE TIME



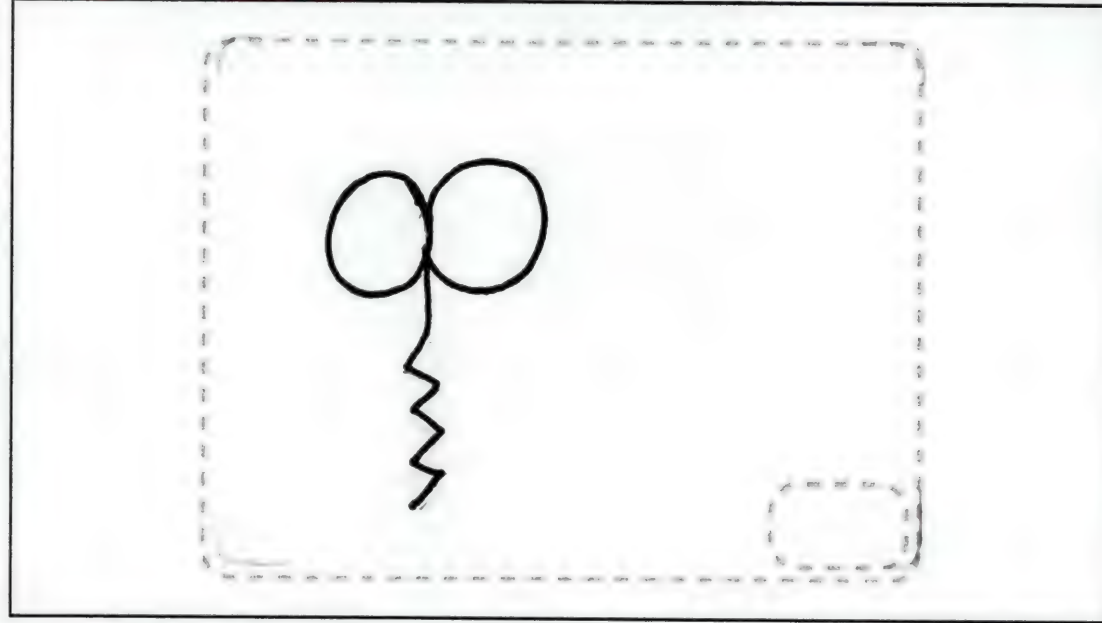
Page 267

Sc. 116

Pnl. A

Bg.

day night

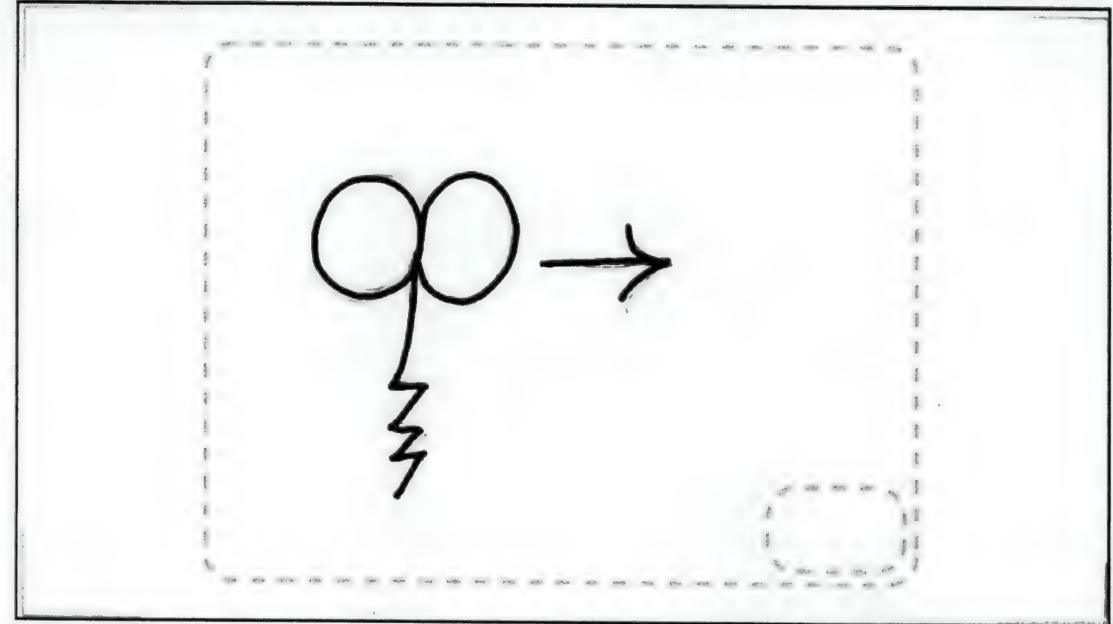


Sc. 116 *cut*

Pnl. B

Bg.

day night



Dialog:

XX

SFX: 000 - 000

Action:

INSTRUCTIONS FLASH ON,
REALLY QUICK.
[IN GUNTER'S MIND'S-EYE]

OCT 09 2014

Timing:

1025-198

EPISODE #

1025/198

Production :

1025/198

ADVENTURE TIME

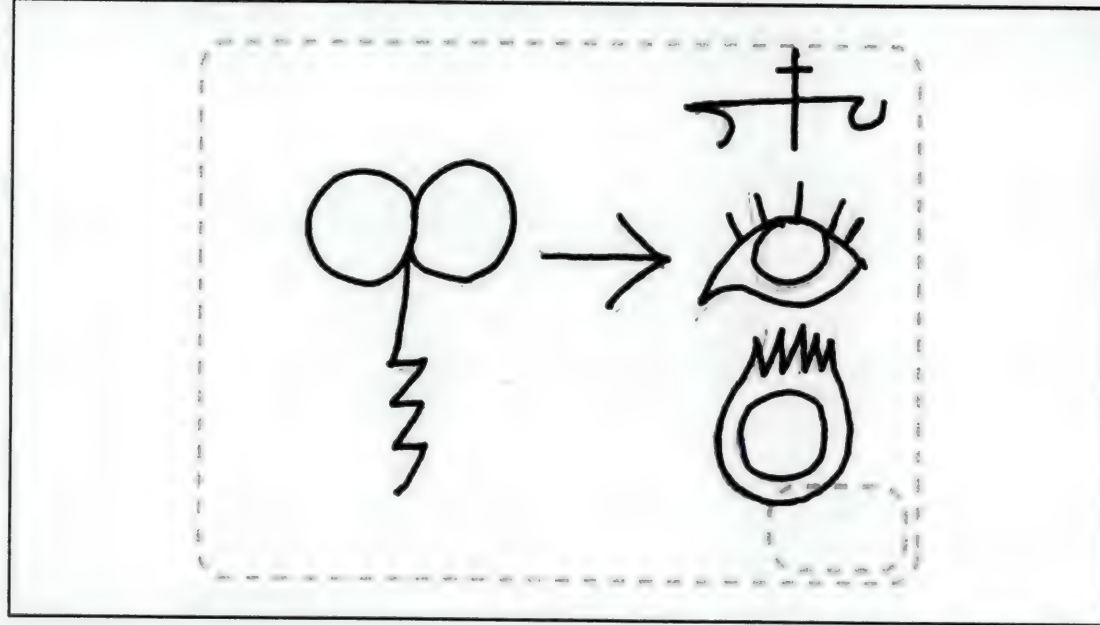


Page 268

Sc. 116 *cont* Pnl. C

Bg.

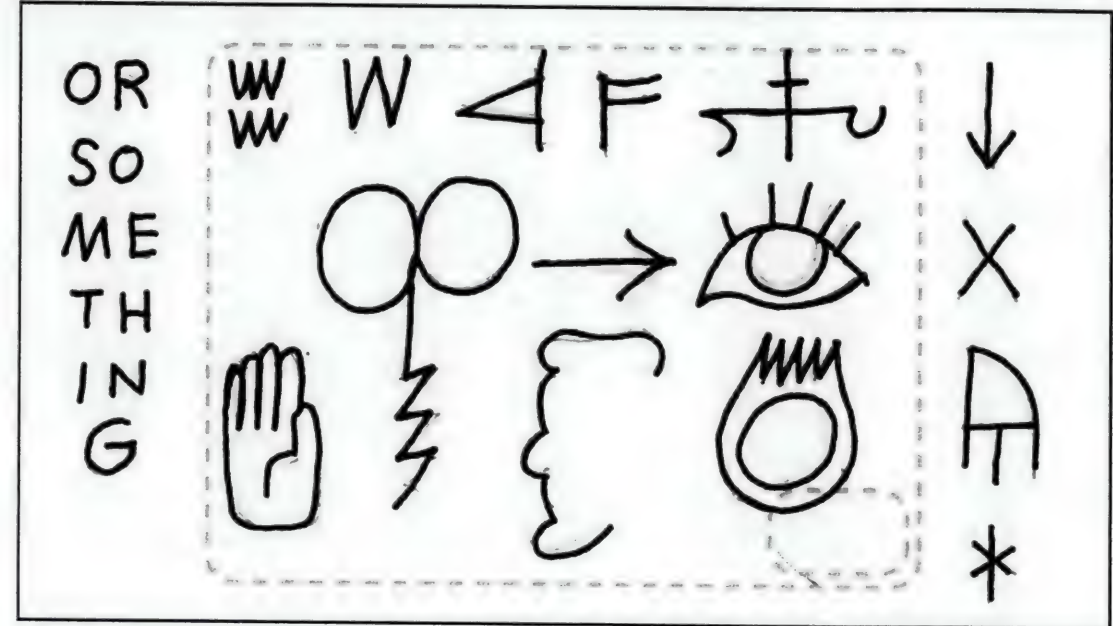
day night



Sc. 116 *cont* Pnl. D

Bg.

day night



Dialog:

Action:

-MORE GLOWING GLYPHS FORM.

Timing:

OCT 09 2014

Production :

EPISODE #

1025-198

1025/198

1025/198

cut

Page 269

Sc. 116 *const* Pnl. E

Bg.

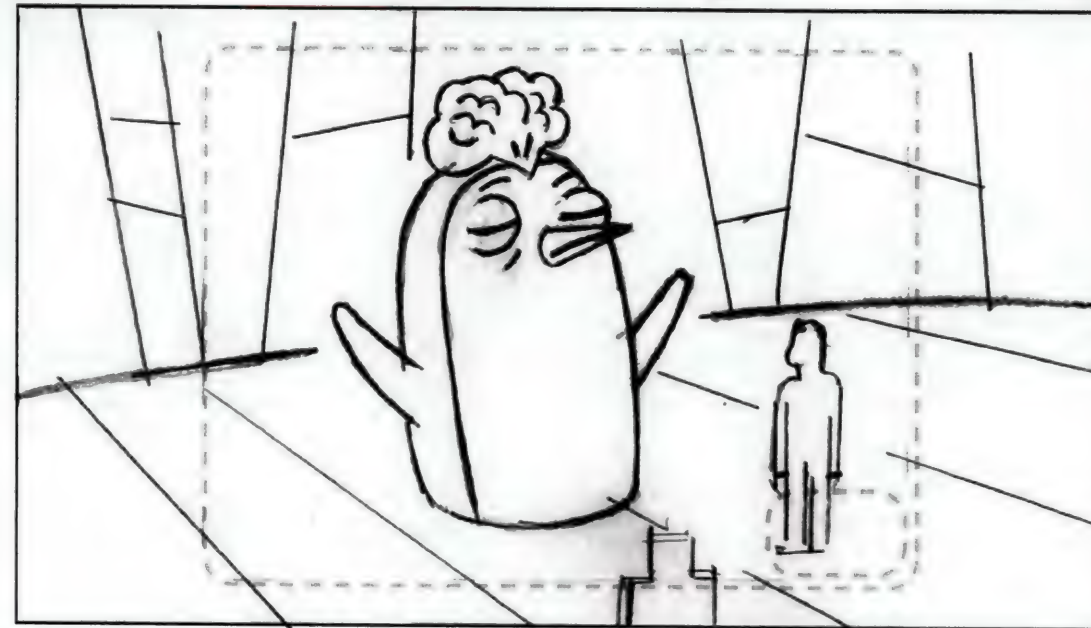
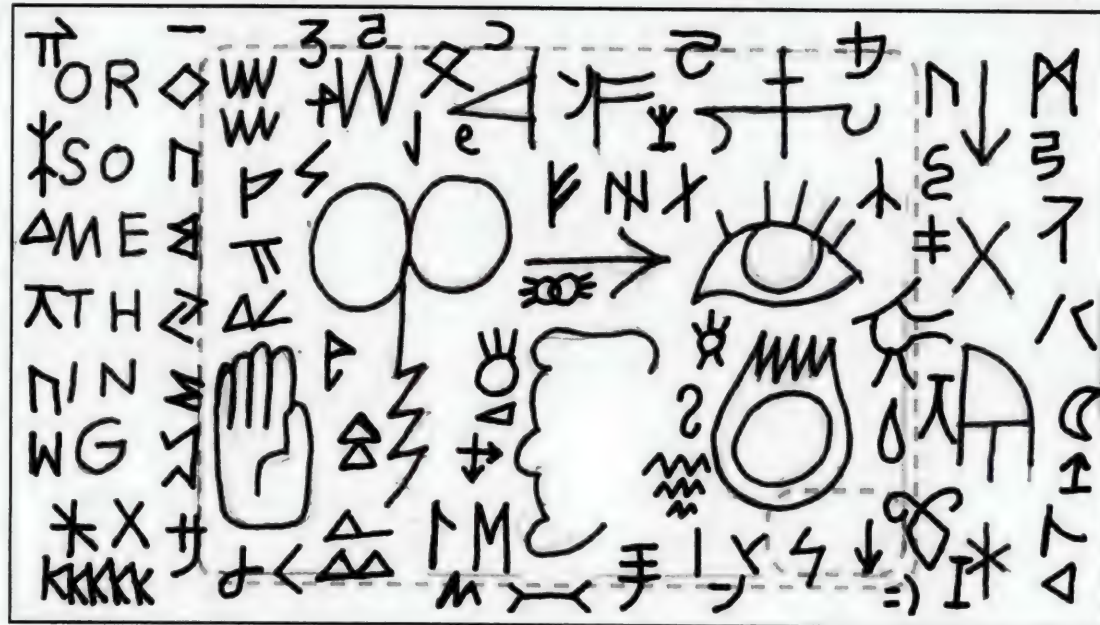
day night

Sc. 117

Pnl. A

Bg.

day night



Dialog:

SFX: cont

Action:

Timing:



OCT 09 2014

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EPISODE #

1025/198

Production :

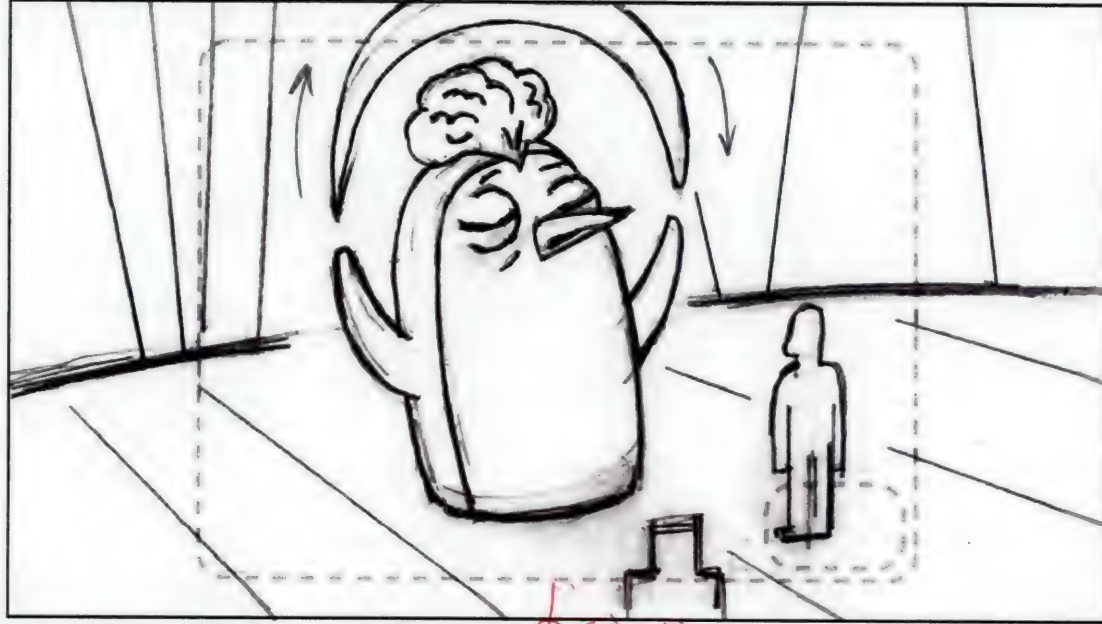
1025/108

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ADVENTURE TIME

Page 270

Sc. 117 *cont* Pnl. B Bg. day night



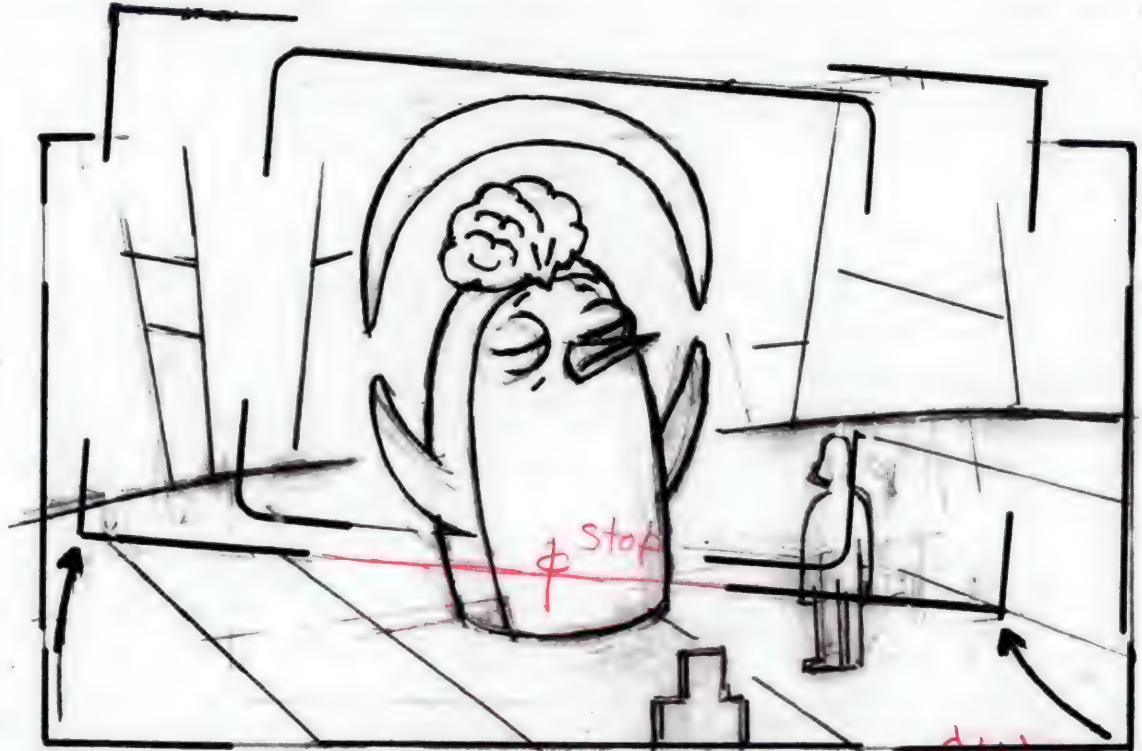
Dialog:

Action:

Timing:



Sc. 117 *cont* Pnl. C Bg. day night



SFX: 000-0000

ACTION: SPECIAL EFFECTS
GLOWING ARC OF
OTHERWORLDLY
ENERGY.

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1025/198

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Cut

ADVENTURE TIME



Sc. 118

Pnl. A

Bg.

day night

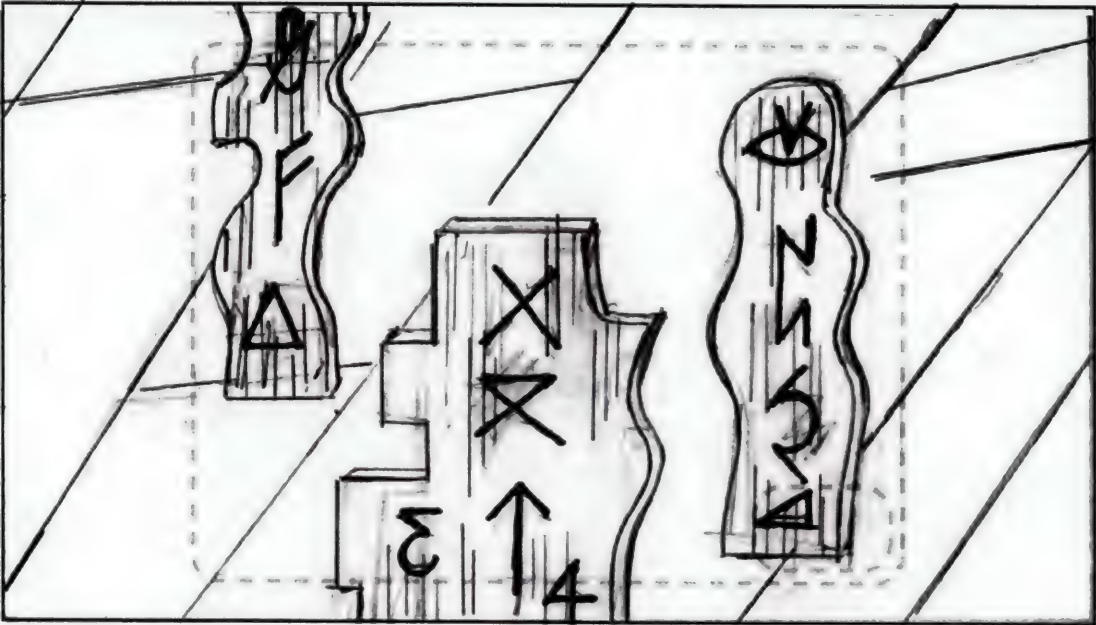


Sc. 118 *CONT*

Pnl. B

Bg.

day night



Dialog:

SFX: 00000

Action:

ON CUTOUTS.

GLOWING SYMBOLS
FADE ON

OCT 09 2014

Timing:

EPISODE # 1025-198

1025/198

Production :

1025/198

ADVENTURE TIME

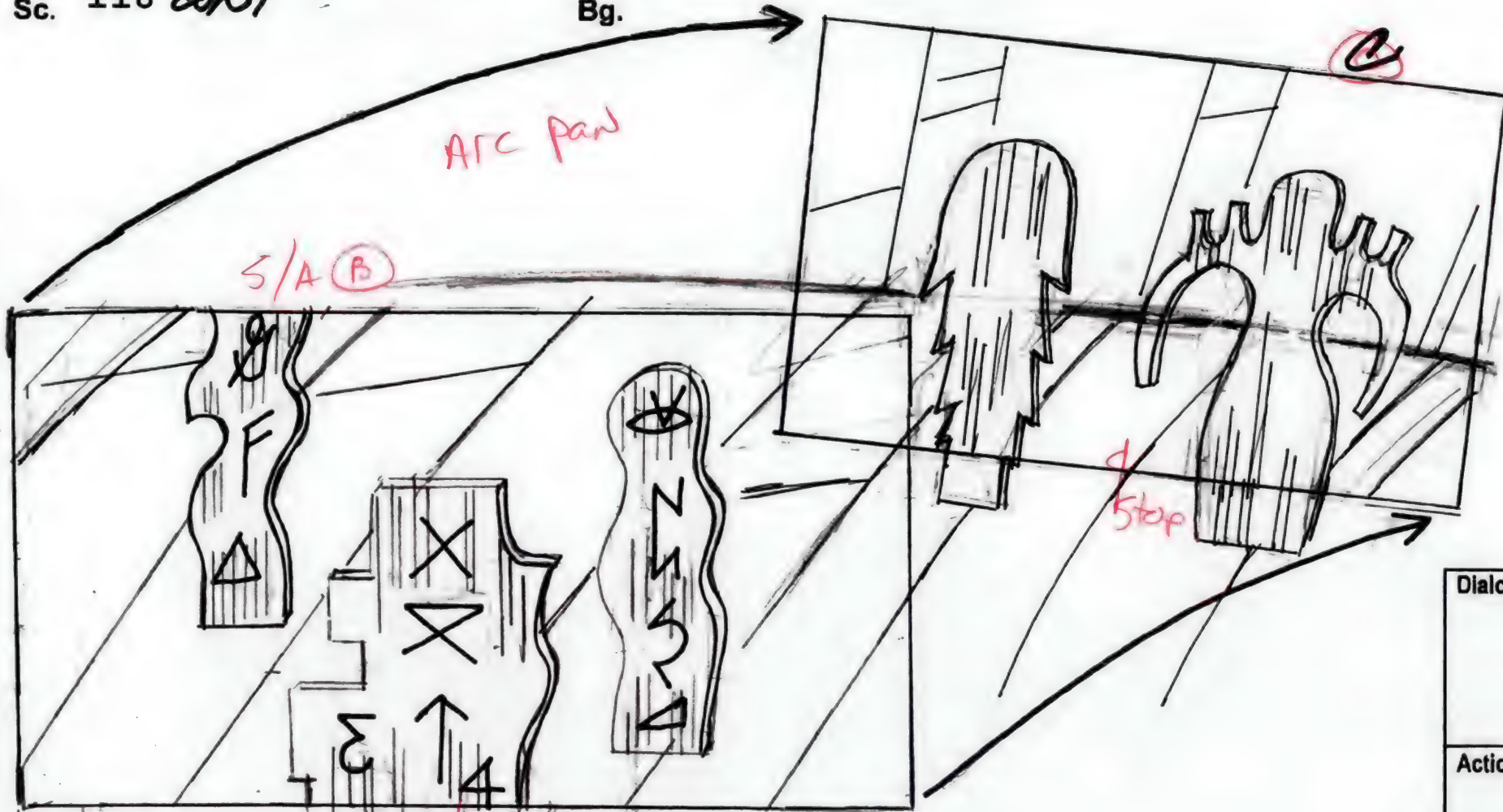


Page 272

day night

Sc. 118 *cont*

Bg.



Dialog:

Action:

OCT 09 2014

Timing:

Production :

EPISODE #

1025-198

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1025/198

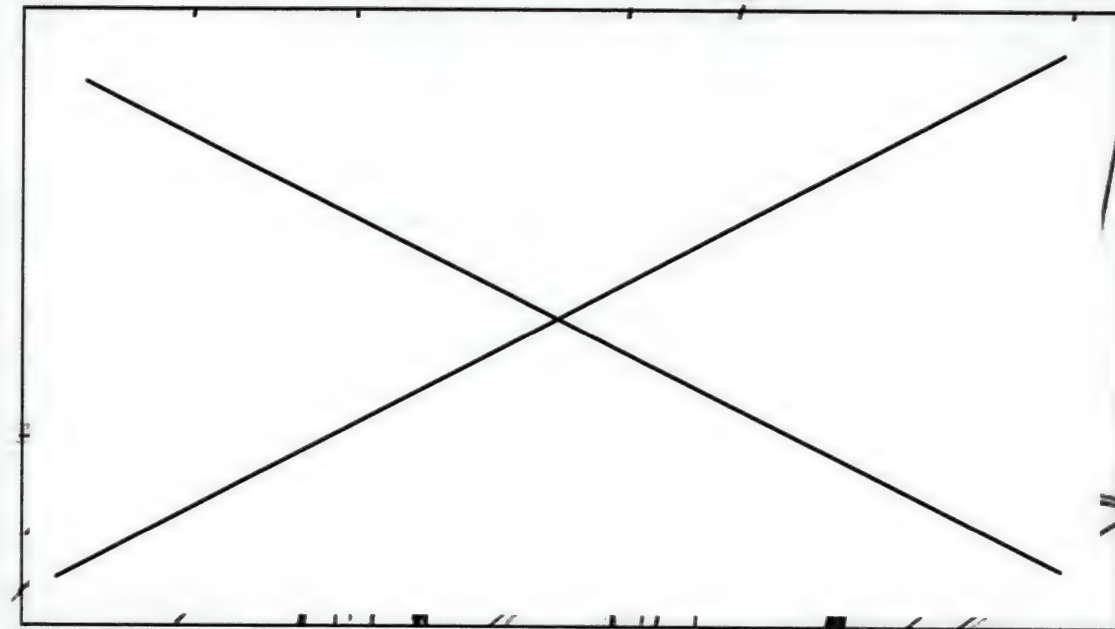
1025/198
1025/198

ADVENTURE TIME

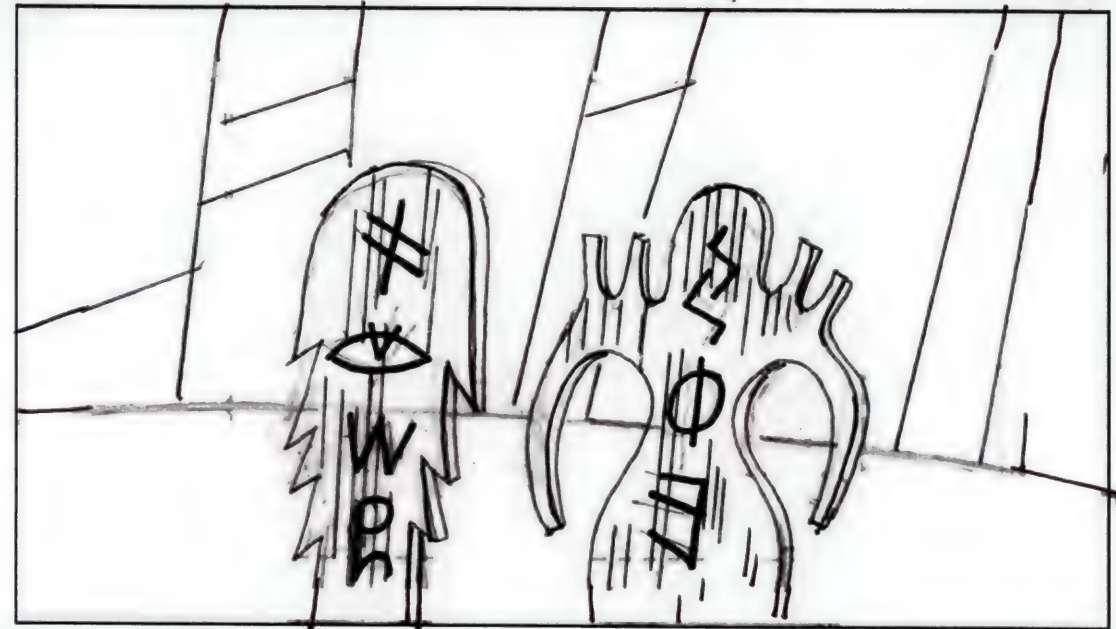


Page 273

Sc. Pnl. Bg. day night



Sc. 118 *cont* Pnl. D Bg. day night



Dialog:
Action:
Timing:

SYMBOLS BURN ON

OCT 09 2014

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1025-198

EPISODE #

1025/198

Production :

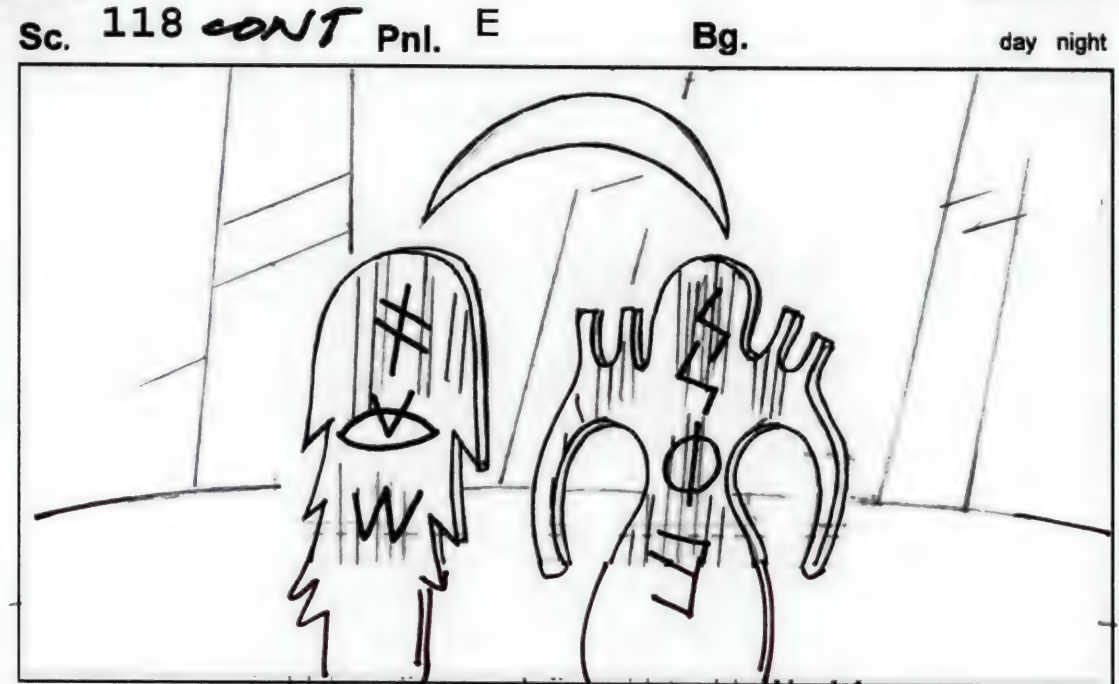
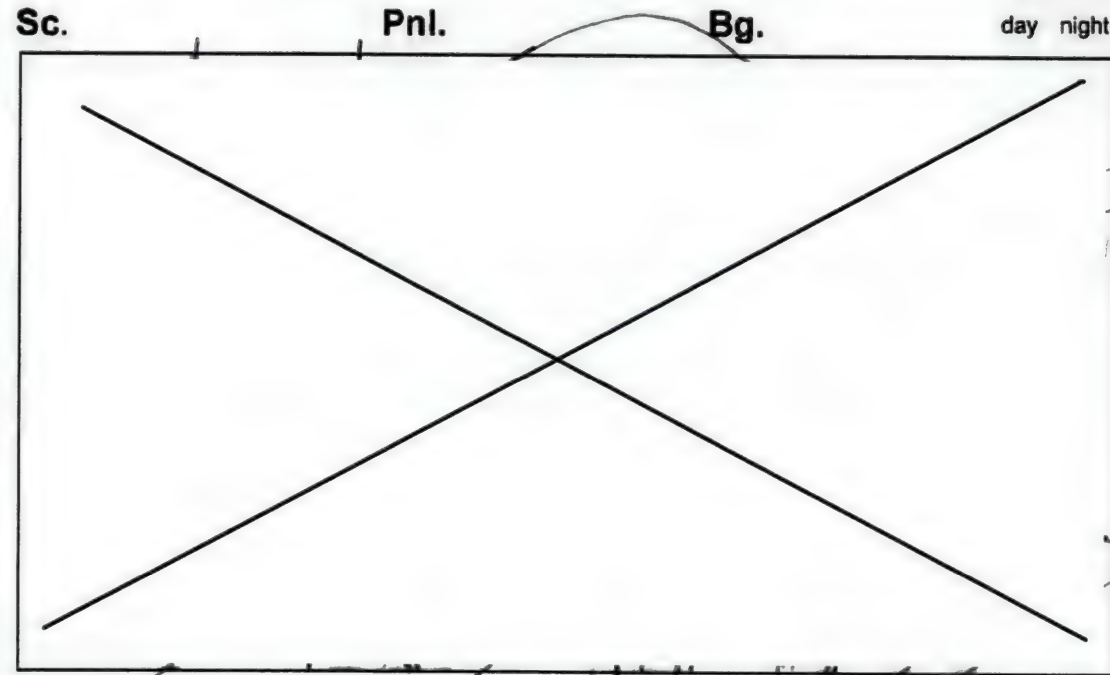
1025/198

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ADVENTURE TIME



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Dialog:

SFX: 00000

OCT 09 2014

Action:

[BUMP FIELD UP] ARC OF ENERGY STARTS UP.

Timing:



*Hu
ant*

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EPISODE #

1025/198

Production :

1025/198

1025/198

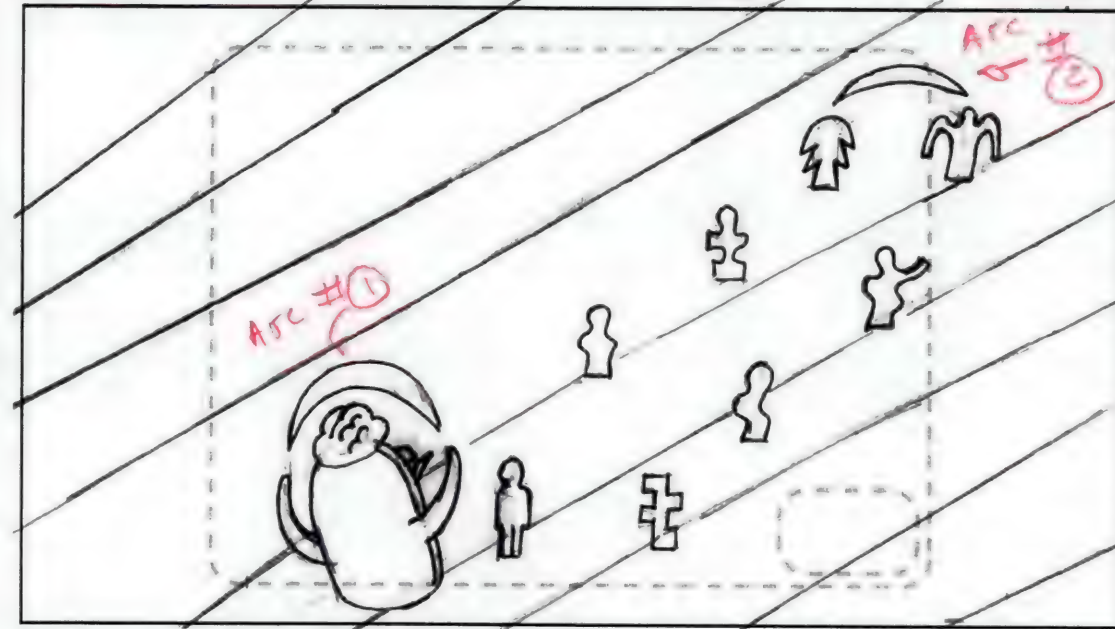
© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

HO
Cut

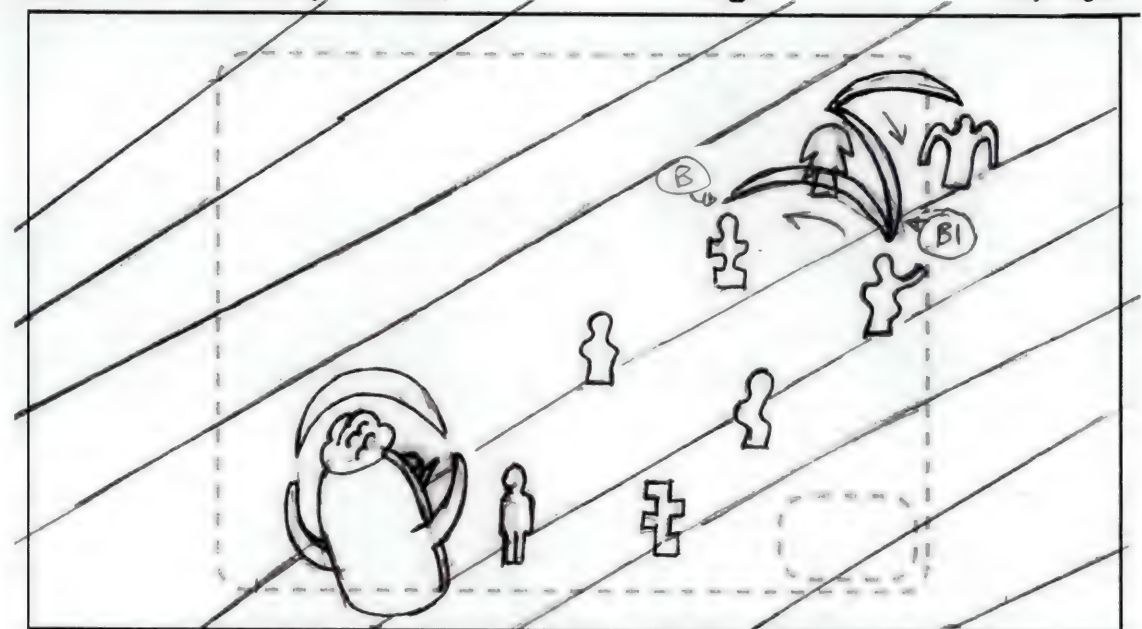
ADVENTURE TIME



Sc. 119 Pnl. A Bg. day night



Sc. 119 *cont* Pnl. B Bg. day night



Dialog:

SFX = W00000

SFX: 000-000-000-0000

Action:

-ENERGY ARCS FROM CUT-OUT
TO CUT-OUT

OCT 09 2014

Timing:

1025-198

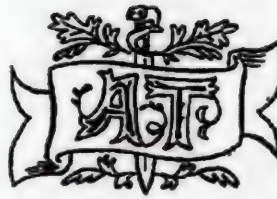
EPISODE #

1025/198

Production :

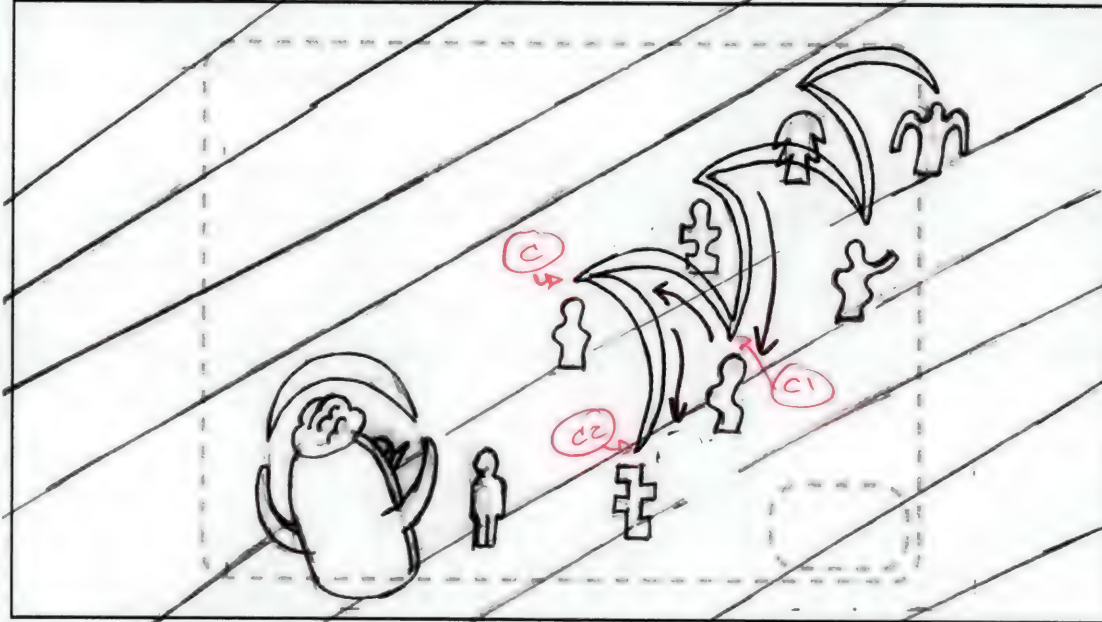
1025/198

ADVENTURE TIME

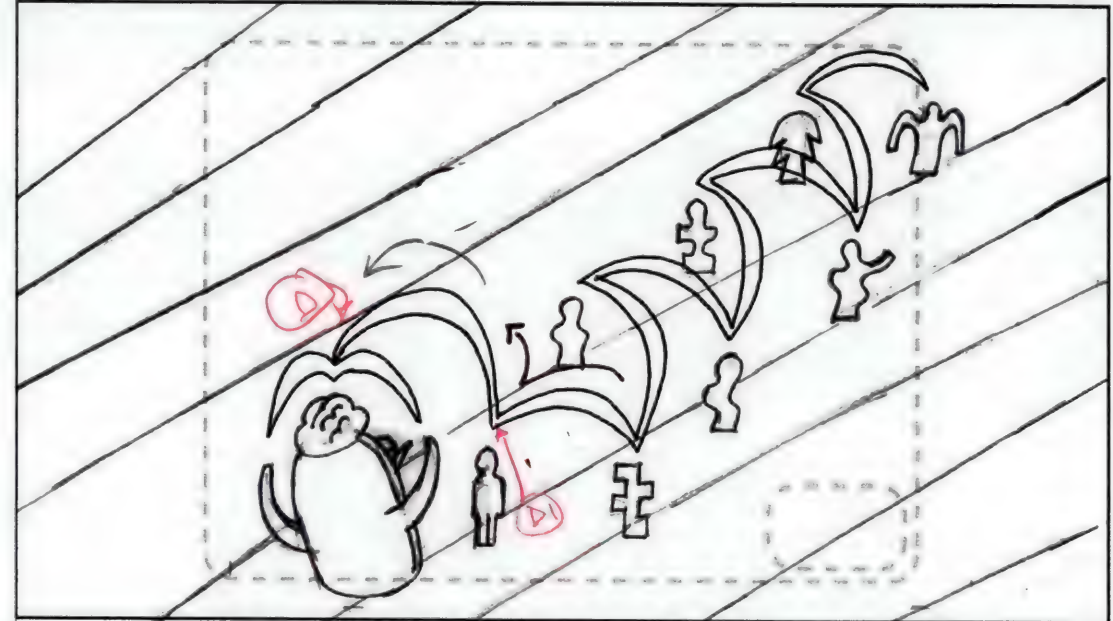


Page **276**

Sc. 119 *CONT* Pnl. **C** Bg. day night



Sc. 119 *CONT* Pnl. **D** Bg. day night



Dialog:

SFX: 000-000-000-000

SFX: 000000!

Action:

OCT 09 2014

Timing:

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1025/198

Production :

1025/109

1025/198

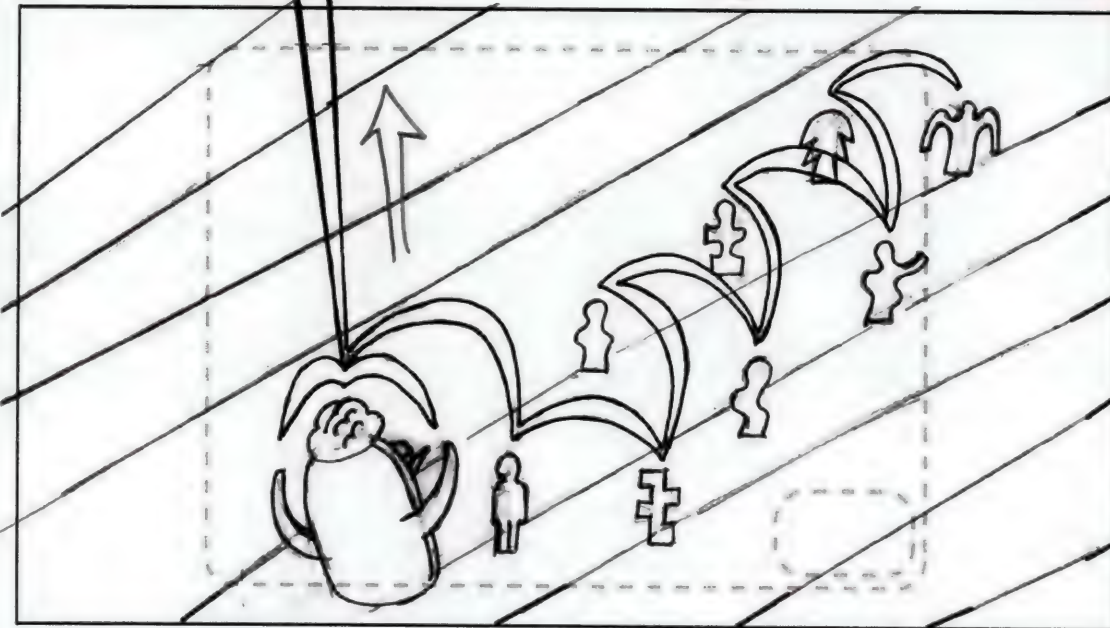
ADVENTURE TIME



Page 277
277AEXT
day night

Sc. 119 *CONT* Pnl. E Bg.

day night



Dialog:

SFX: 00000

Action:

- RAY of ENERGY SHOTS
STRAIGHT UPWARDS.

Timing:



1025-198

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1025/198

Production :

1025/198

ADVENTURE TIME



Sc. 120 *cont*

Pnl. B

Bg.

Page 277 A

277B NEXT
day night

Sc.

Pnl.

Bg.

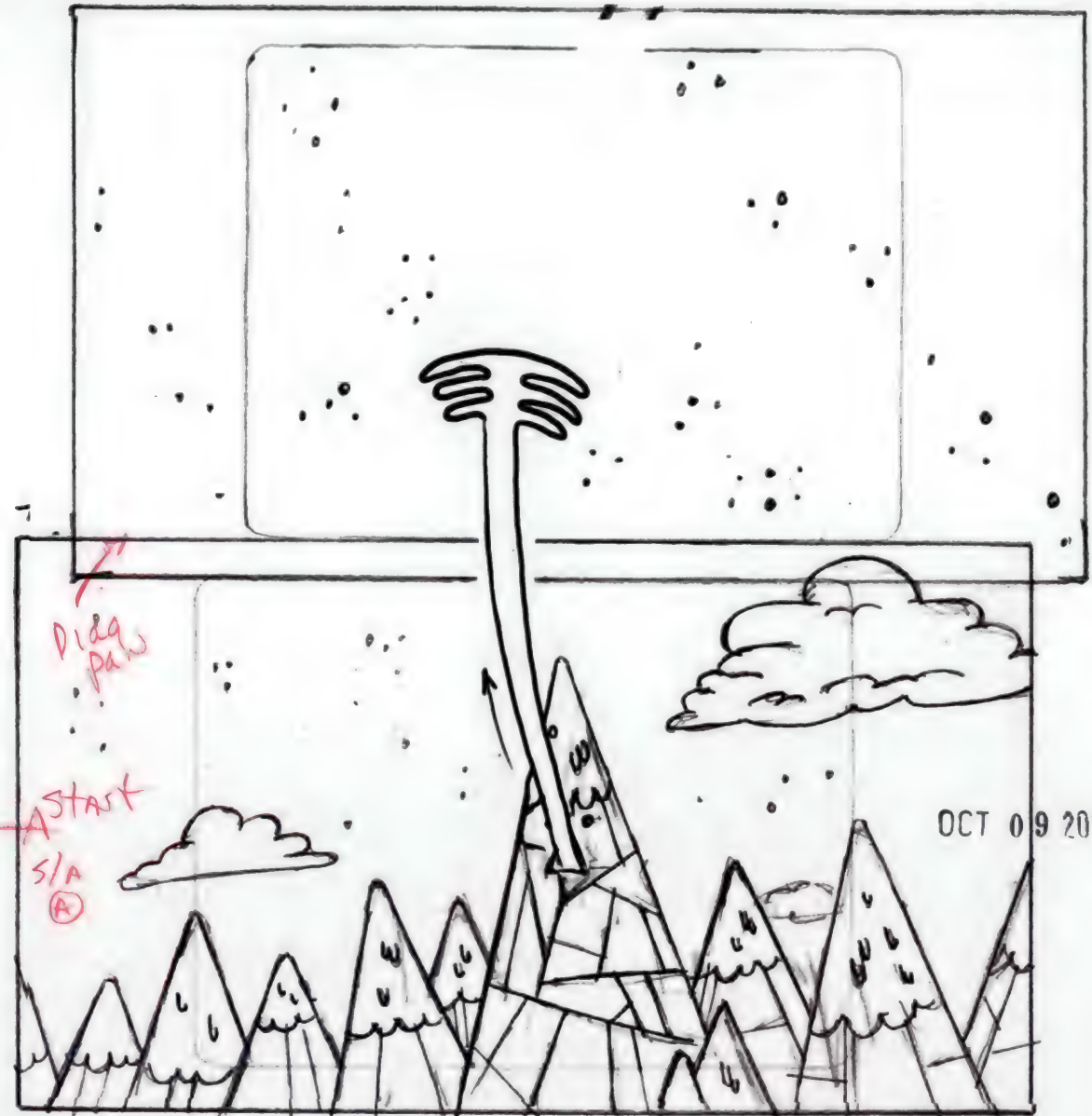
day night



Dialog:

Action:

Timing:



RAY OF ENERGY SHOOTS
OUT OF ICE KING'S MOUNTAIN.

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ADVENTURE TIME



Sc. 120 *cont*

Pnl. C

Bg.

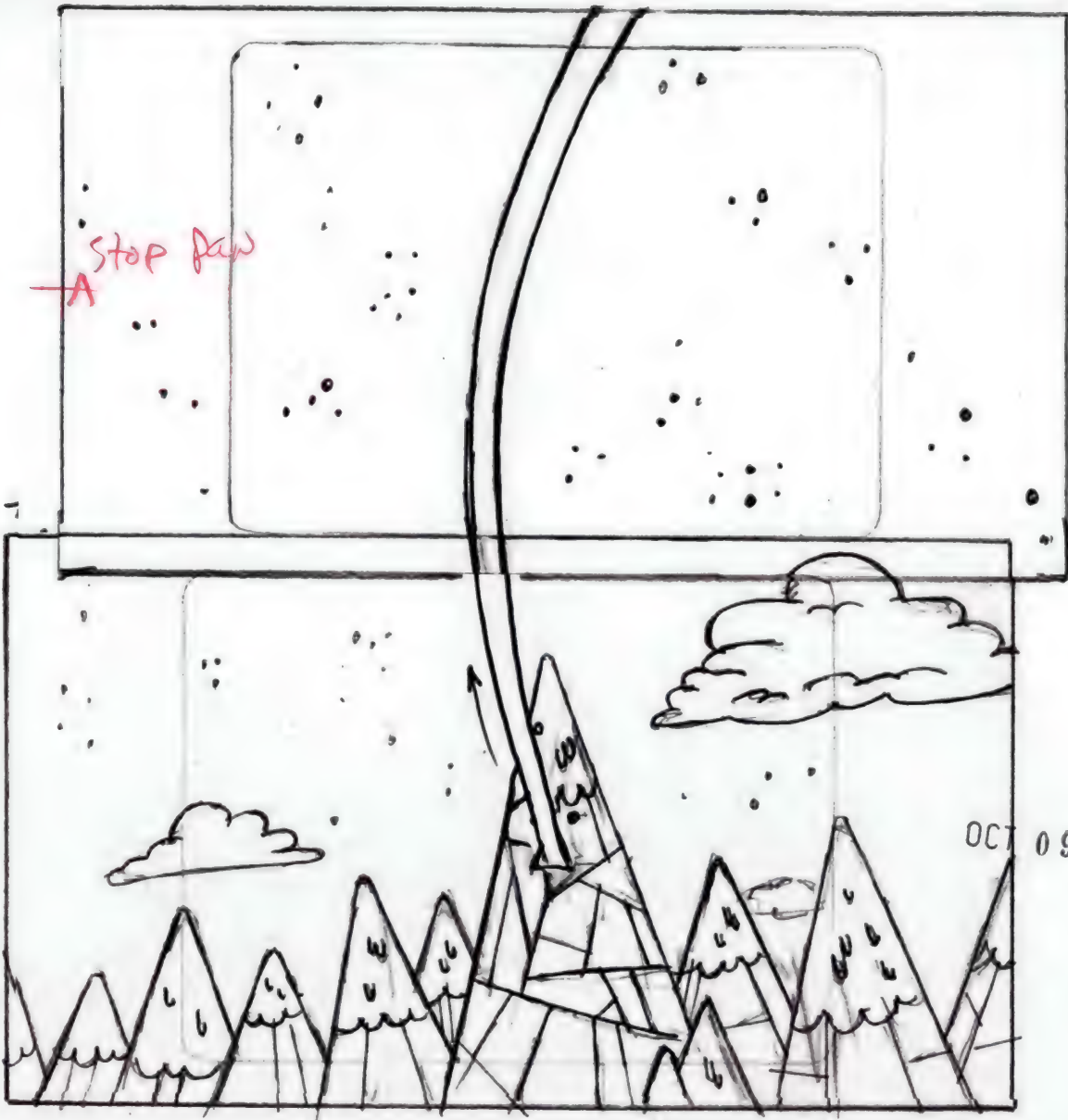
Page 277 B
278 NEXT
day night

Sc.

Pnl.

Bg.

day night



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EPISODE #

1025/198

Dialog:

Action:

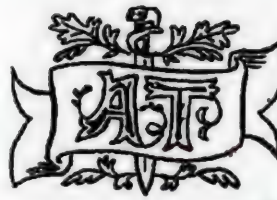
Timing:

OCT 09 2014

Production :

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ADVENTURE TIME



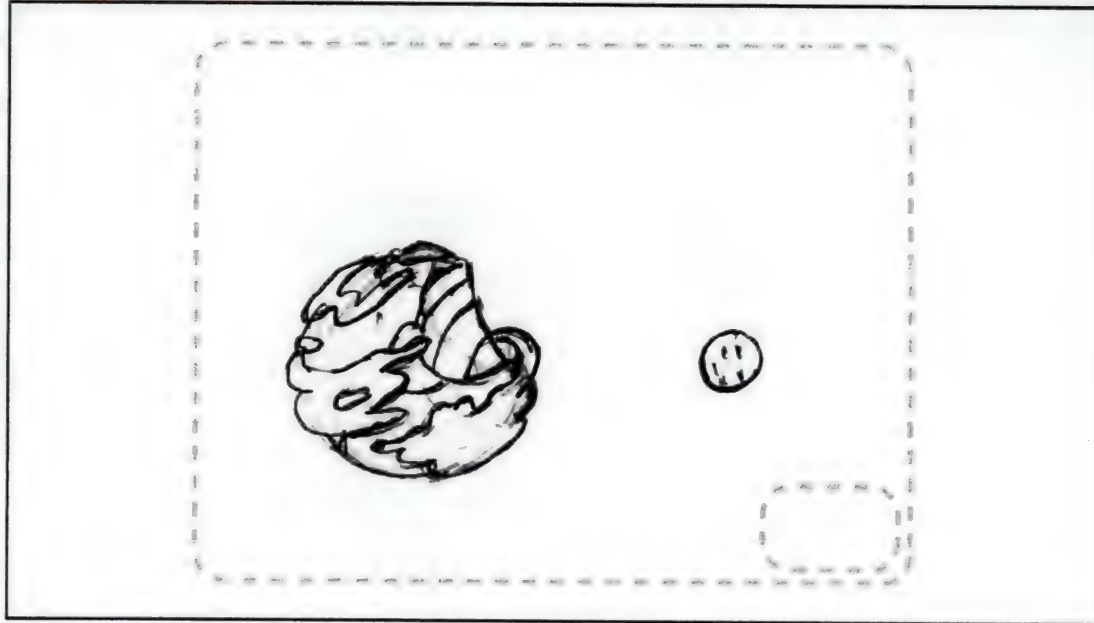
Page 278

Sc. 121

Pnl. A

Bg.

day night

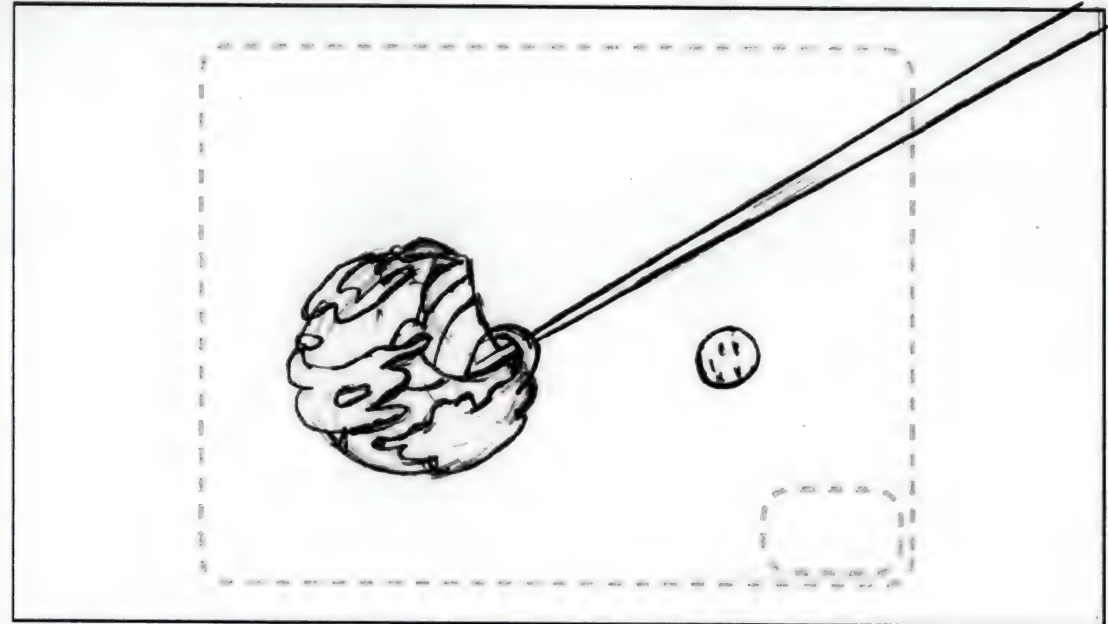


Sc. 121 *cont*

Pnl. B

Bg.

day night



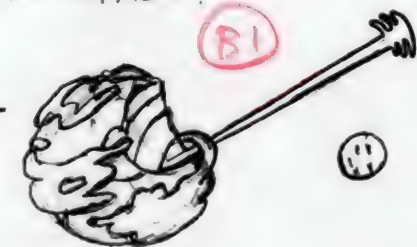
Dialog:

Action:

ON EARTH, SEEN FROM
OUTER SPACE.

-BEAM SHOOT'S OFF/5 INTO SPACE.

Timing:



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EPISODE #

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Production :

1025/198

1025/198

ADVENTURE TIME



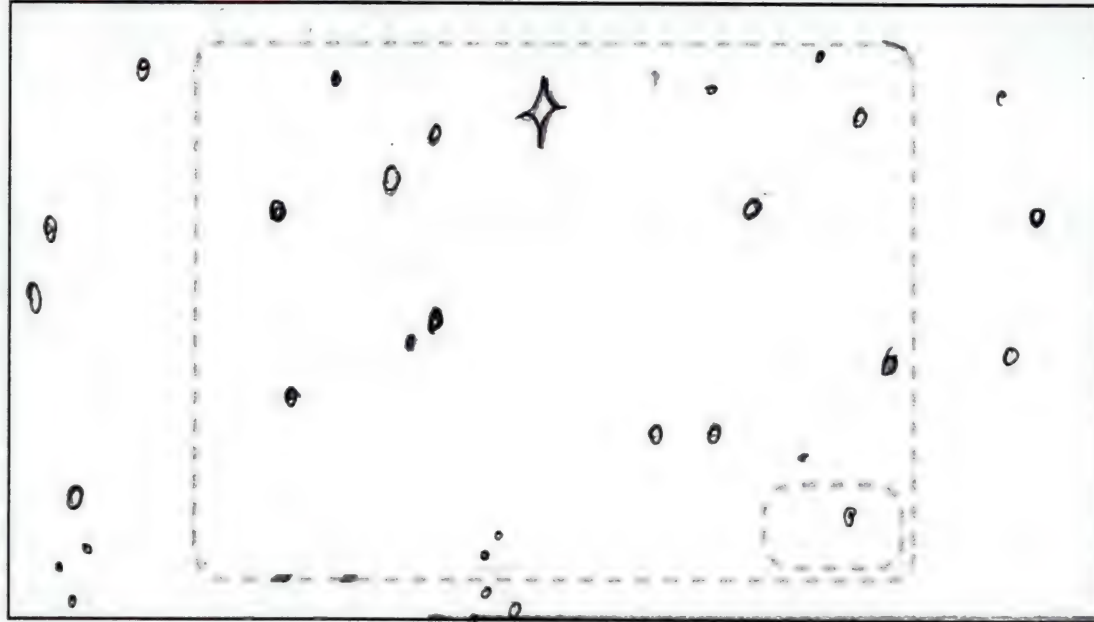
Page 279

Sc. 122

Pnl. A

Bg.

day night



Sc. 122 *cont*

Pnl. B

Bg.

day night



Dialog:

Action:

OUTER SPACE.

RAY OF ENERGY COMES IN.

OCT 09 2014

Timing:

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EPISODE #

1025/198

Production :

1025/198

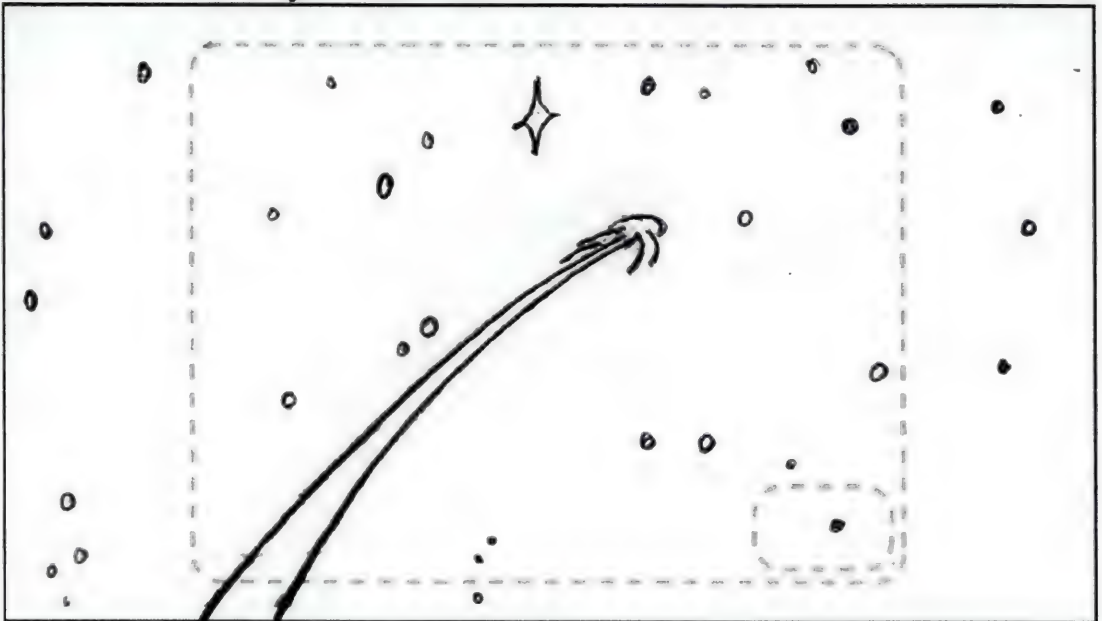
ADVENTURE TIME



Sc. 122 *cont* Pnl. C Bg. day night



Sc. 122 *cont* Pnl. D Bg. day night

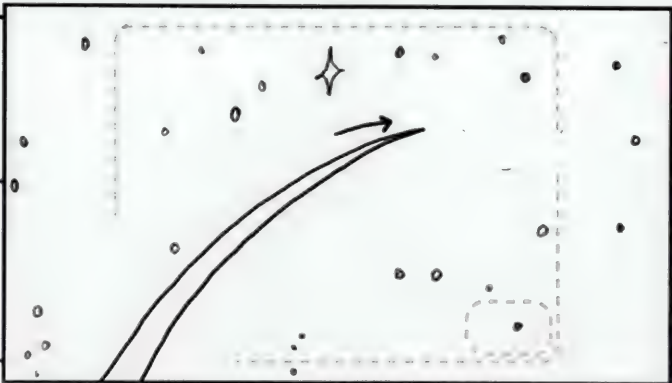


Dialog:

Action:

CONT.RAY OF ENERGY.

Timing:



DI

OCT 09 2014

Production :

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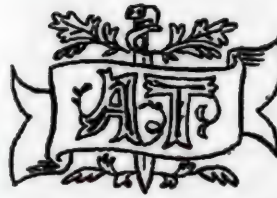
1025/198

1025/198

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cut

ADVENTURE TIME



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Sc. 123

Pnl. A

Bg.

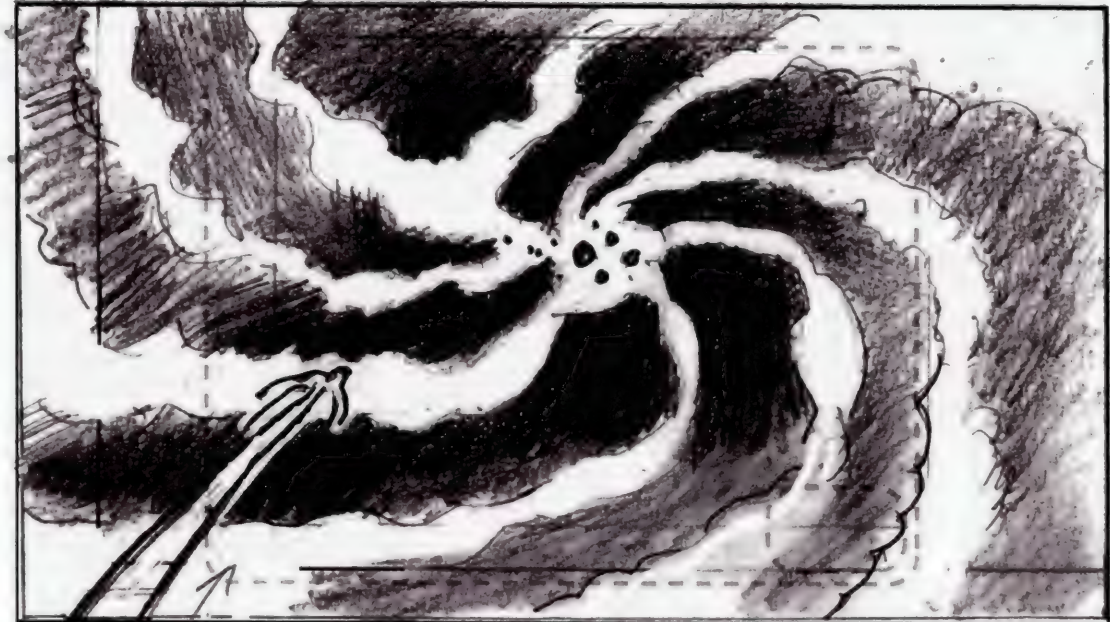
day night



Sc. 123 *cont* Pnl. B

Bg.

day night



Dialog:

Action:

BEAM OF ENERGY
SHOOTS TOWARD
PLANETS.

Timing:

OCT 09 2014

Production :

EPISODE #

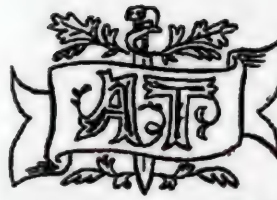
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1025/198

ADVENTURE TIME



Page 282

Sc. 123 *CONT* Pnl. C

Bg.

day night

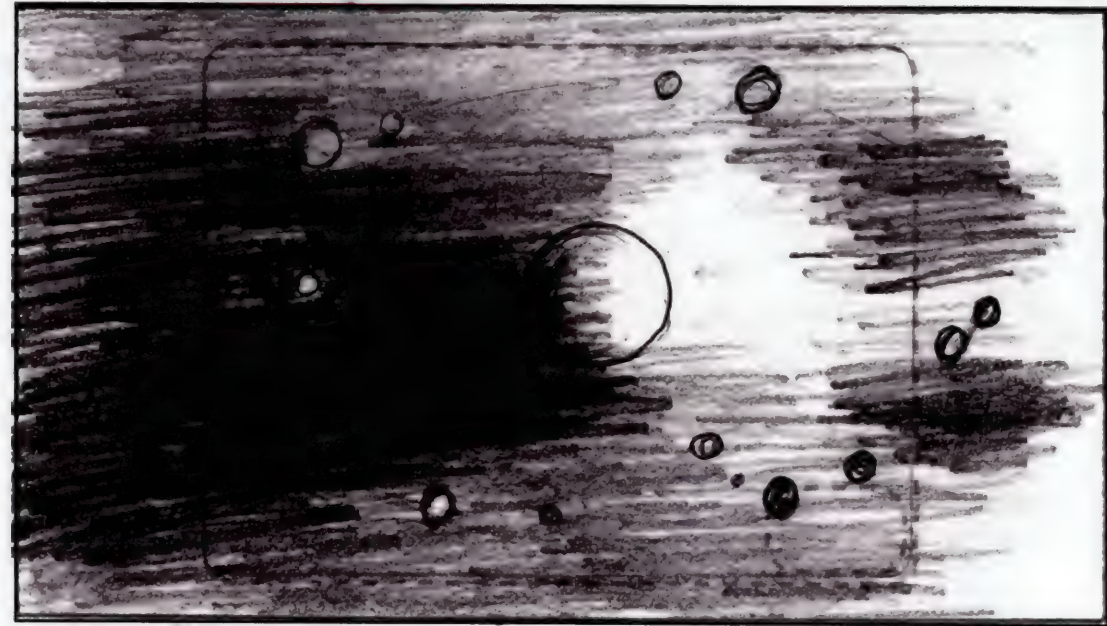


Sc. 124

Pnl. A

Bg.

day night



Dialog:

Action:

RAY OF ENERGY
APPROACHES A
PLANET.

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Timing:

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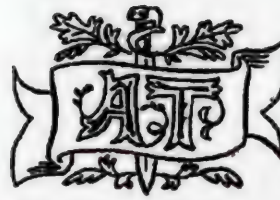
EPISODE # 1025-198

1025/198

Production :

1025/198

ADVENTURE TIME

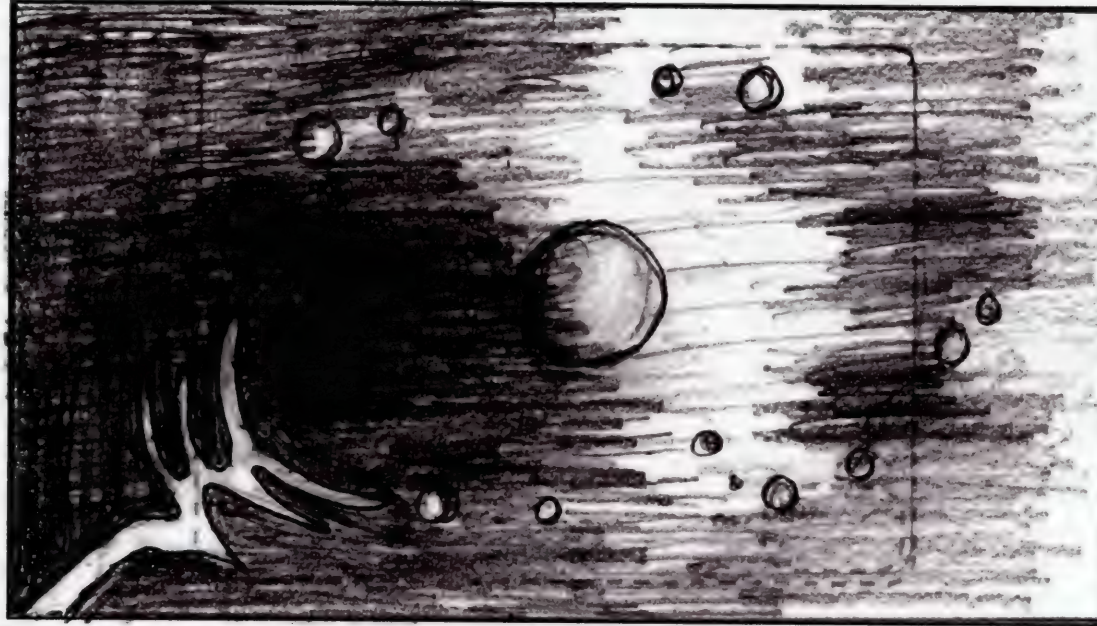


Page **283**

Sc. 124 *cont* Pnl. **B**

Bg.

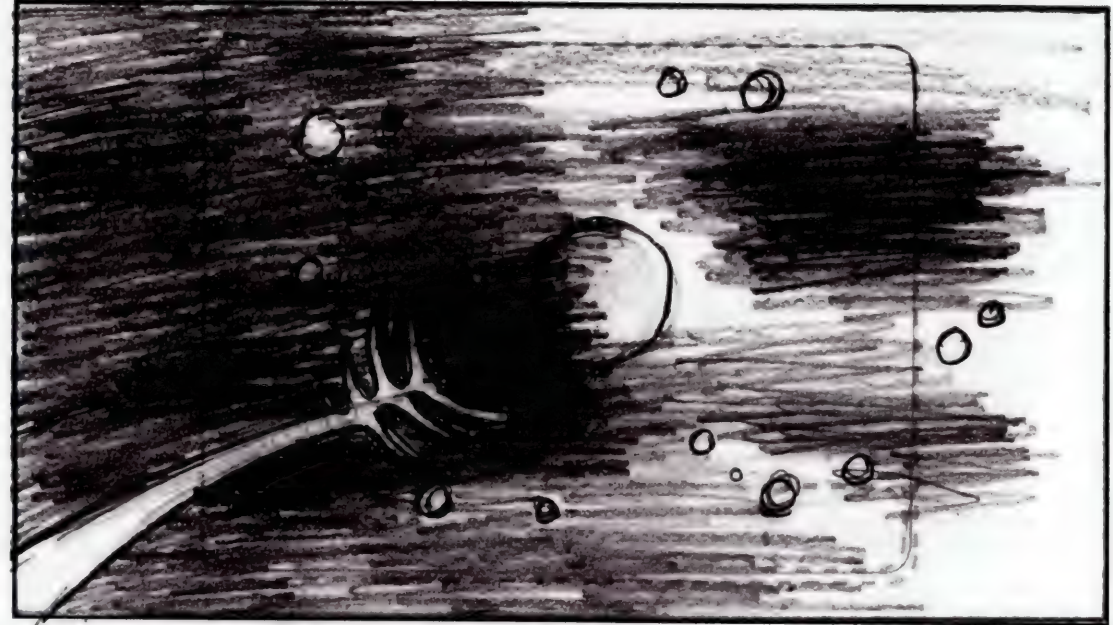
day night



Sc. 124 *cont* Pnl. **C**

Bg.

day night



Dialog:

Action: -BEAM SHOTS AN/S.

Timing:

OCT 09 2014

Production :

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ADVENTURE TIME



Page **284**

Sc. 124 *cont* Pnl. D

Bg.

day night

Sc. 124 *cont* Pnl. E



Dialog:

Action:

Timing:

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Production :

1025/198

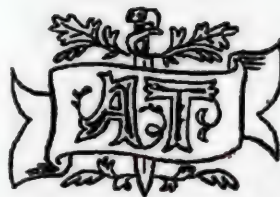
cut

1025/198

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cut

ADVENTURE TIME

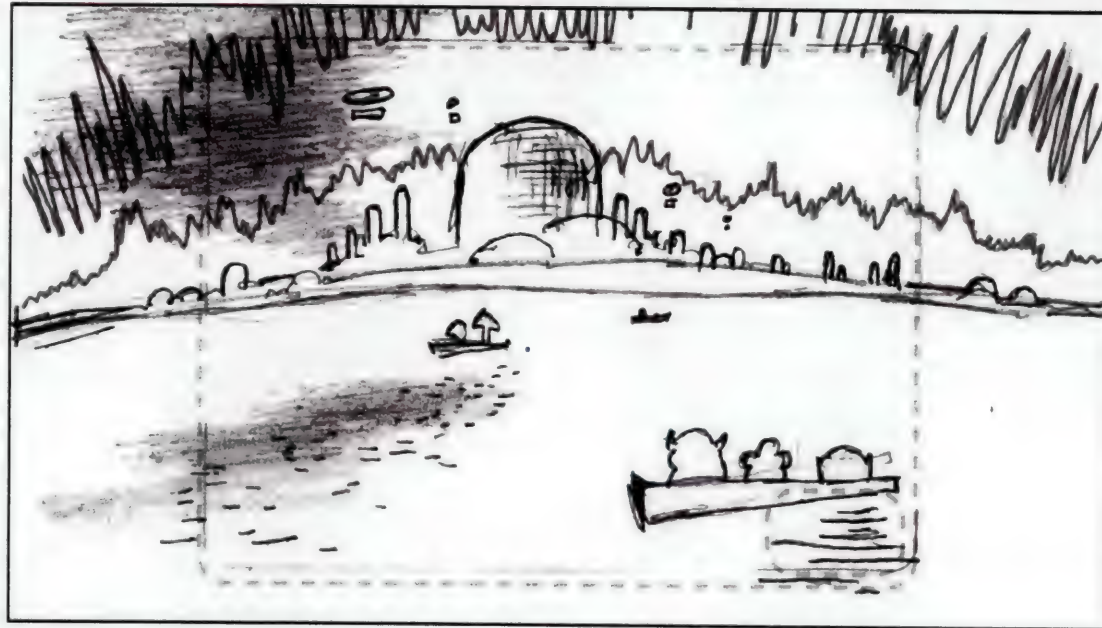


Sc. 125

Pnl. A

Bg.

day night

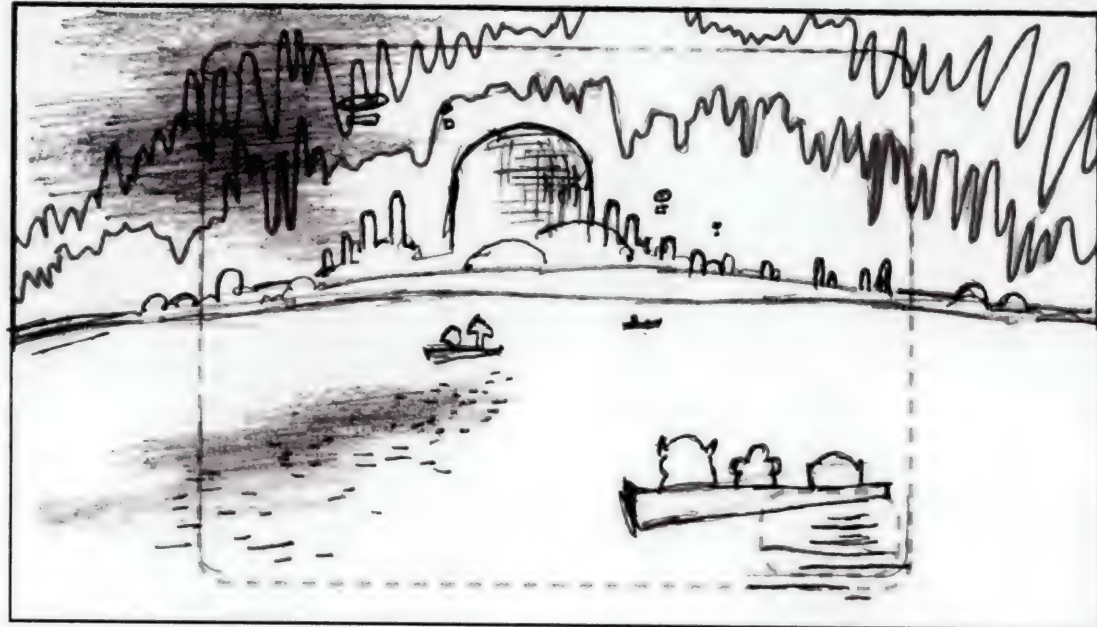


Sc. 125 *cont*

Pnl. B

Bg.

day night



cut

1025-198

EPISODE #

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Dialog:

SFX: 000 00

SFX: W00 000

Messenger: The Signal!

Action:

ON ALIEN CITY. A BIG GREENHOUSE BUILDING.

OCT 09 2014

Timing:

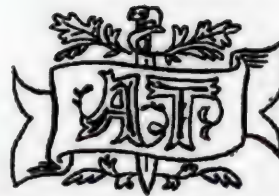
WAVES OF ENERGY GLOW
IN THE SKY

Production :

1025/198

Cut

ADVENTURE TIME



NO SC 127

Page 286

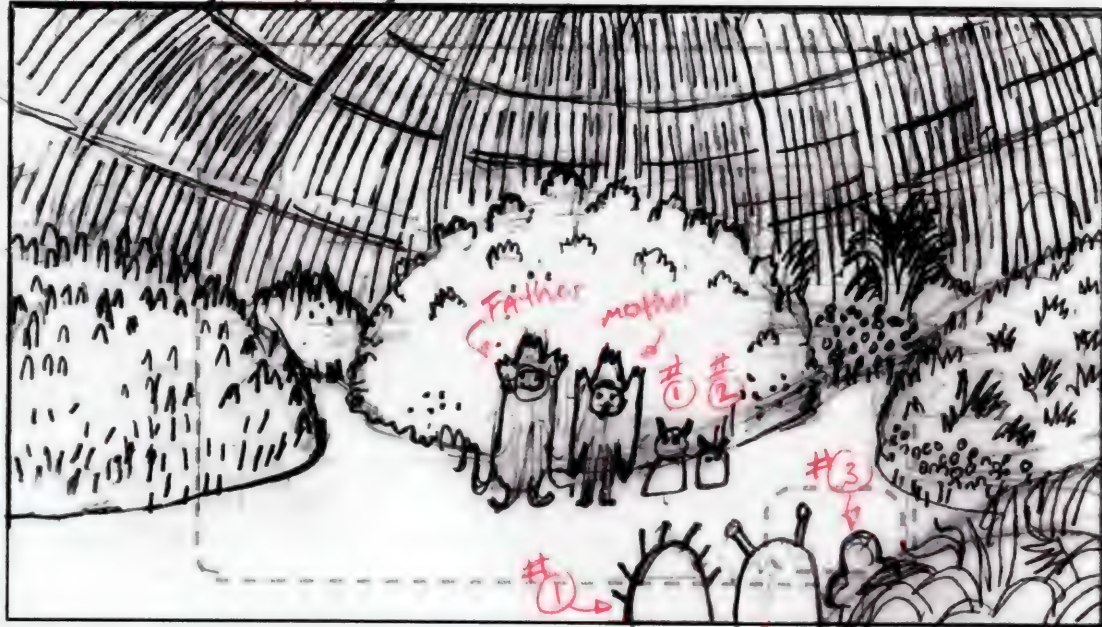
NO PG 287
day night

Sc. 126

Pnl. A

Bg.

day night

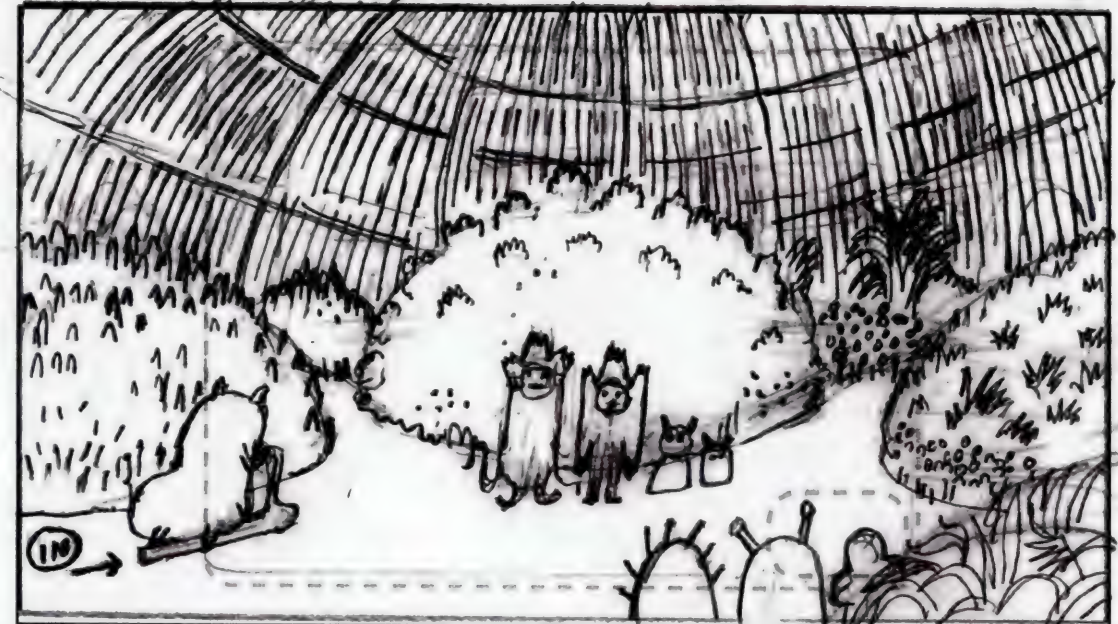


Sc. 126

cont

Pnl. B

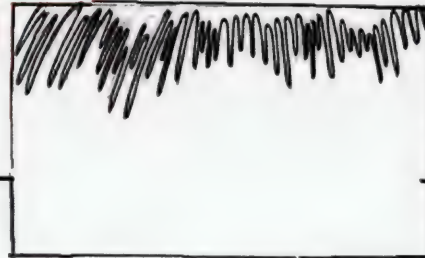
Bg.



Dialog:

SFX: 00000

#2



(A)
glow
+ fx

MESSENGER: THE SIGNAL!

Action: - INSIDE ALIEN CITY.

- WAVES OF ENERGY ARE SEEN,
OUTSIDE THE WINDOWS.

Timing:

MESSENGER SPEEDS IN ON
AIR POWERED SCOOTER.

OCT 09 2014



(B)

1025-198

EPISODE #

Production :

He
Cut

ADVENTURE TIME



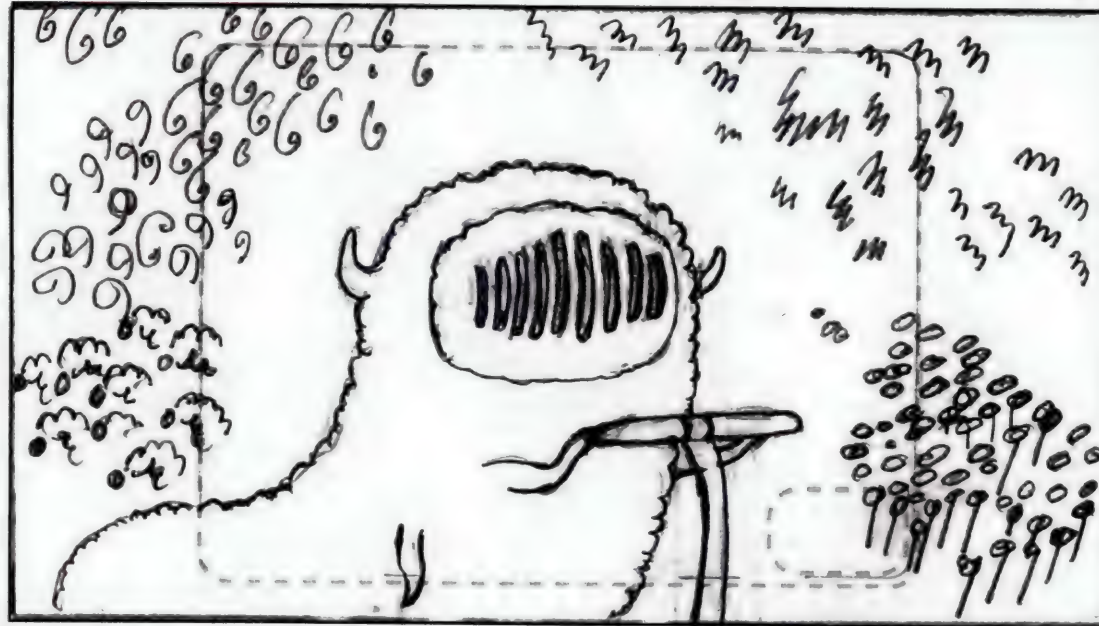
Page 288

Sc. 128

Pnl. A

Bg.

day night



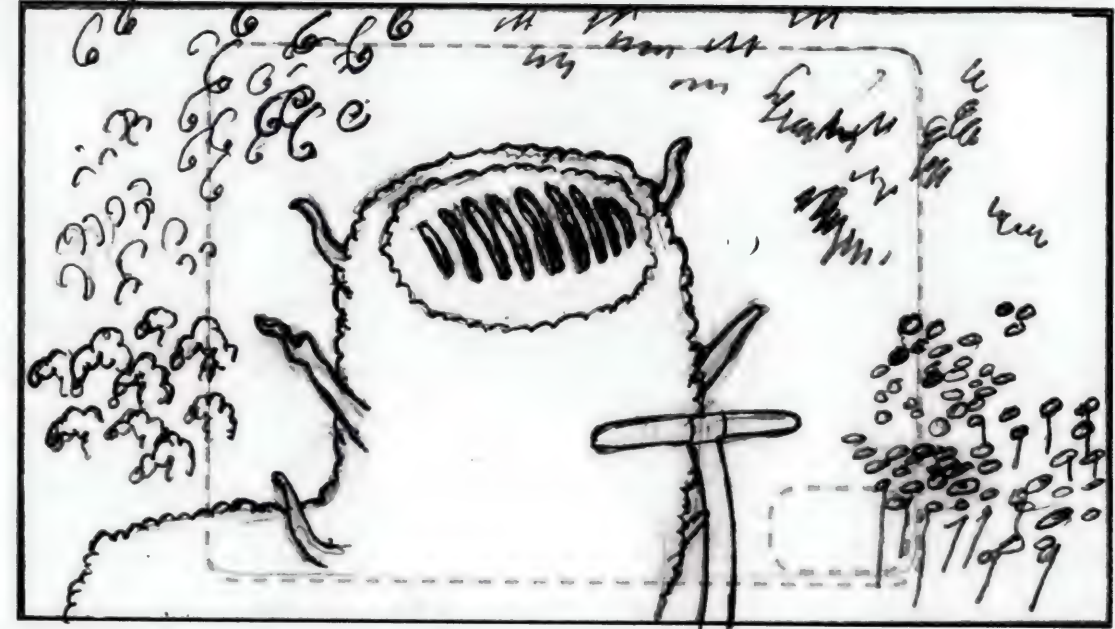
Sc. 128

cut

Pnl. B

Bg.

day night



Dialog:

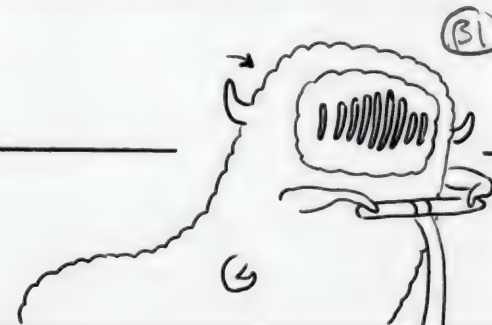
M: WE HAVEN'T HAD A COMMUNICATION
FROM ORGALORG IN THOUSANDS OF YEARS!

M: HE MUST BE MAD AT US!

EVERYBODY KNEEL!

Action:

Timing:



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Production :

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ADVENTURE TIME

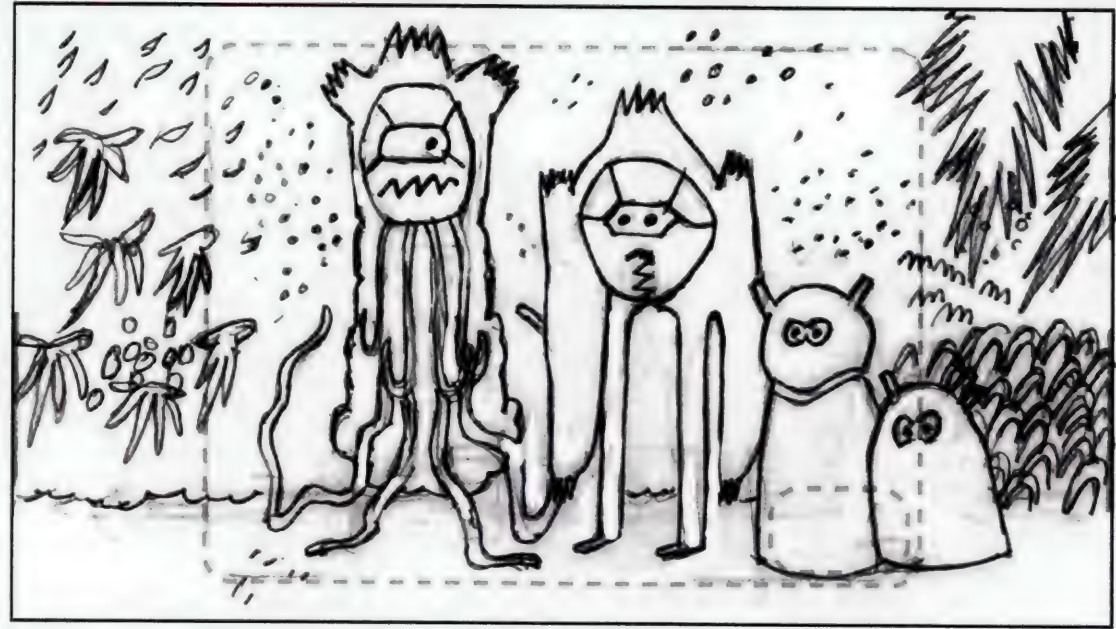


Sc. 129

Pnl. A

Bg.

day night

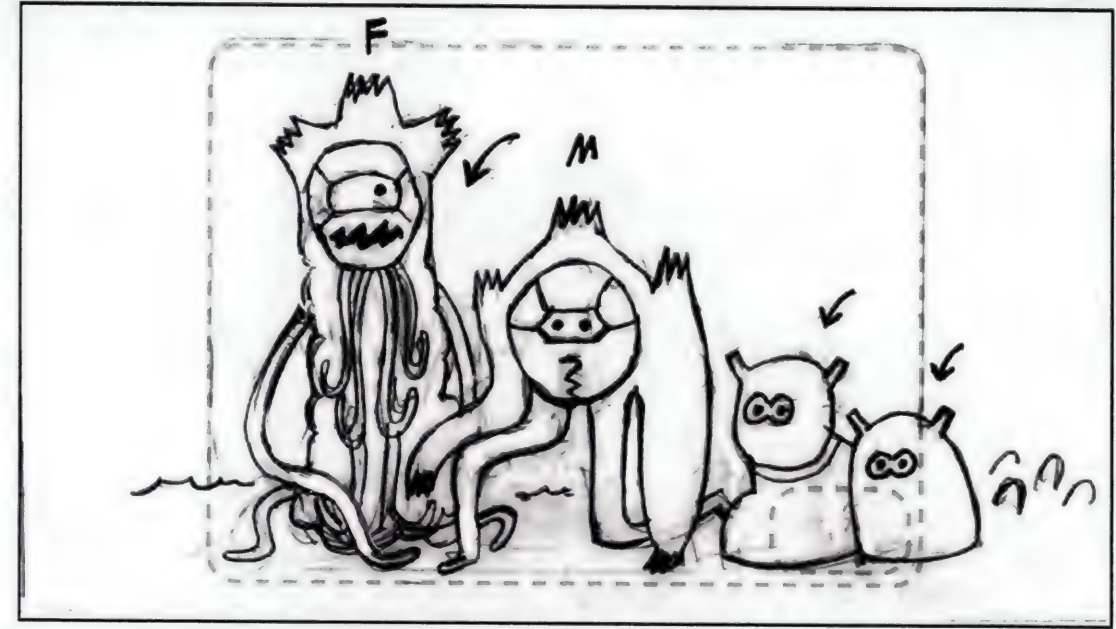


Sc. 129 *cont*

Pnl. B

Bg.

day night

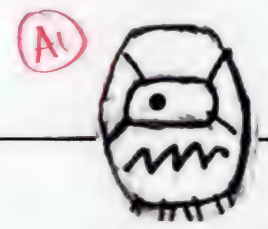


Dialog:

MESSENGER: EVERYBODY KNEEL!
(O.S.)
[REPEATING]

FATHER: BETTER DO AS
HE SAYS, KIDS.

Action:



- ALIENS KNEEL.



OCT 09 2014

Timing:

Production :

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1025/198

Ho Cut

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1025/198

Ho
Cut

ADVENTURE TIME



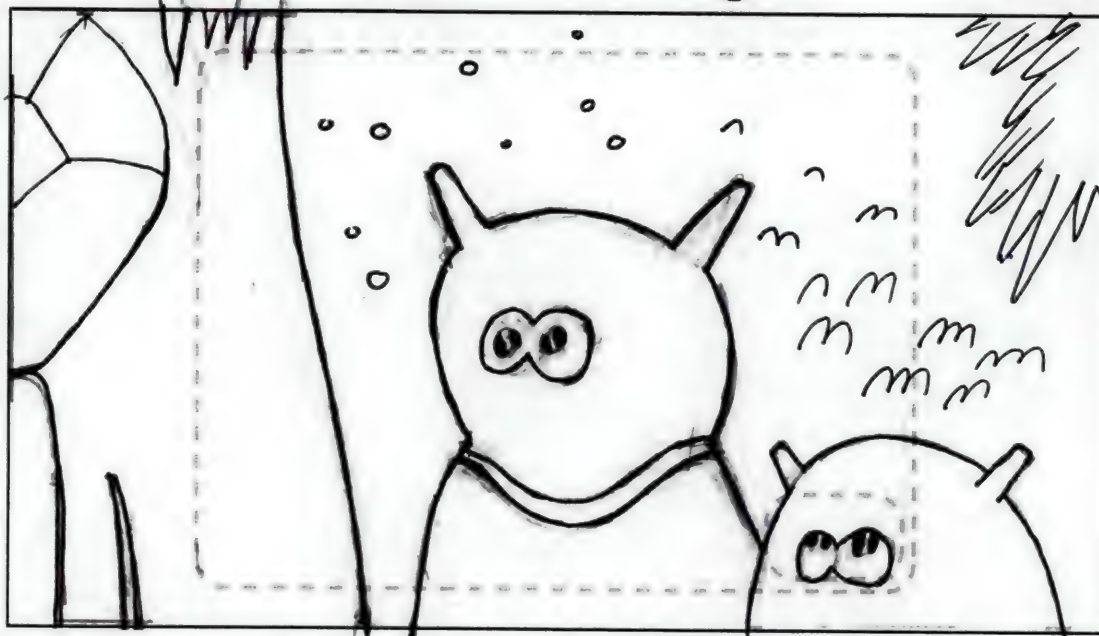
Page 290

Sc. 130

Pnl. A

Bg.

day night



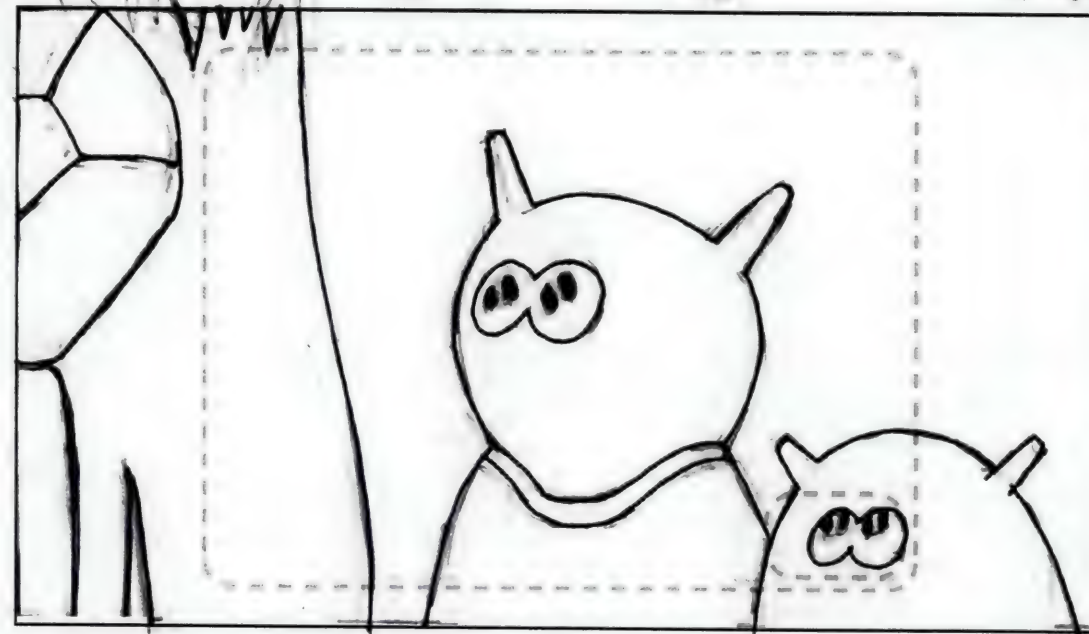
Sc. 130

cut

Pnl. B

Bg.

day night



Dialog:

CHILD: MOMMY, WHO'S ORGALORG?

Action:

- CHILDREN LOOK UP.

Timing:

OCT 09 2014

Production :

EPISODE #

1025-198

1025/198

Ho
Cut

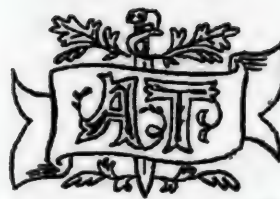
1025/198

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Ho
Cut

ADVENTURE TIME



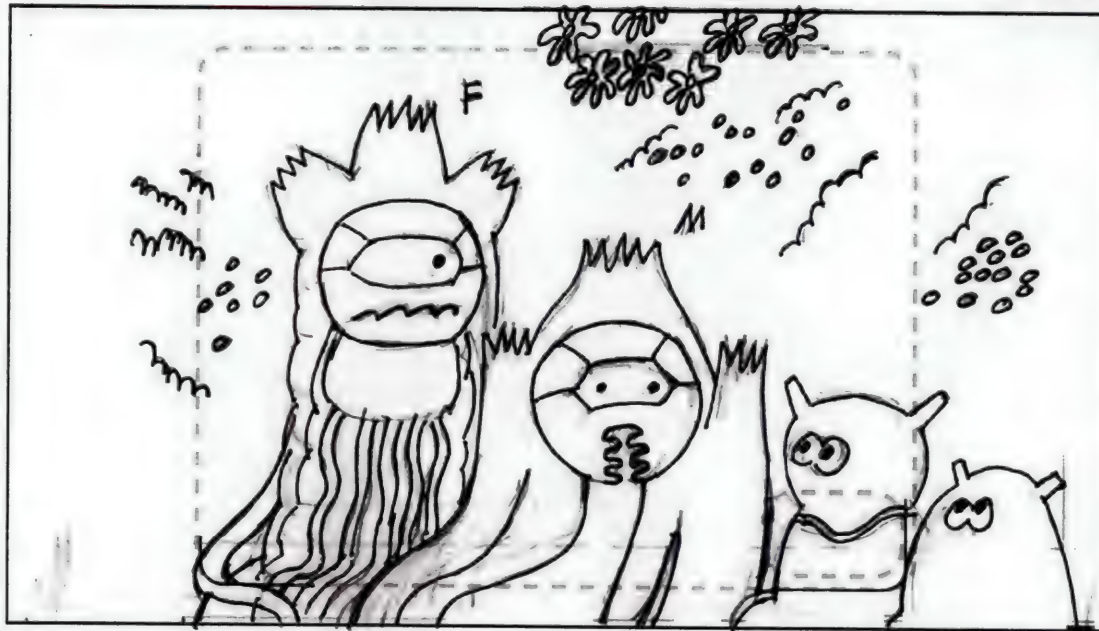
Page 291

Sc. 131

Pnl. A

Bg.

day night

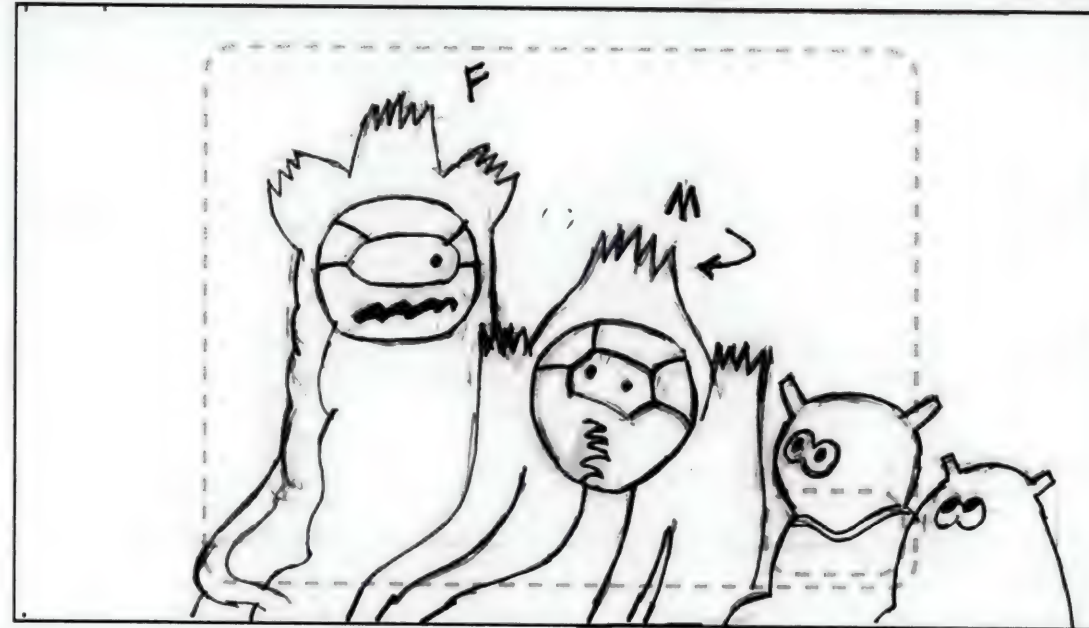


Sc. 131 *cont*

Pnl. B

Bg.

day night



Dialog:

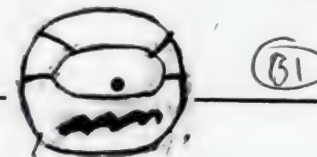
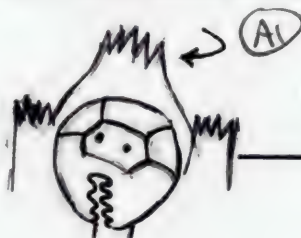
MOTHER: WELL, EH...

FATHER: UMMM...

Action:

- PARENTS LOOK AT EACH OTHER.

Timing:



OCT 09 2014

Production :

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1025/198

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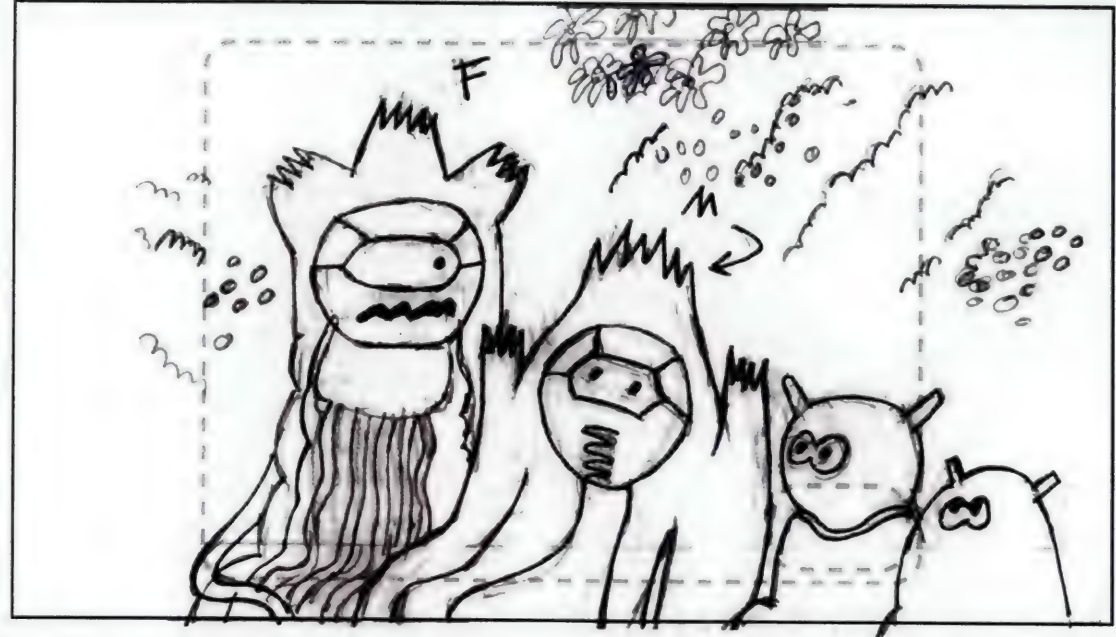
ADVENTURE TIME



Sc. 131 *CONT* Pnl. C

Bg.

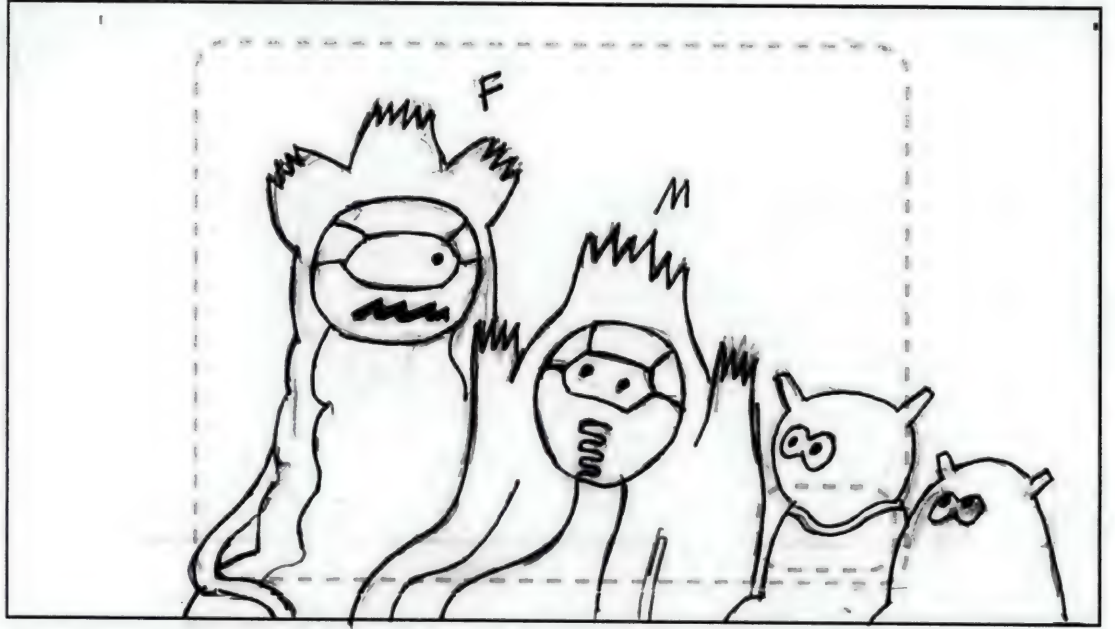
day night



Sc. 131 *CONT* Pnl. D

Bg.

day night



Dialog:	<p><u>FATHER</u>: TO BE HONEST, WE THOUGHT --</p>	<p><u>FATHER</u>: -- HE WAS JUST A MYTH OUR --</p>
Action:		
Timing:		

OCT 09 2014

Production :

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1025-198

1025/198

Hu
Cont

ADVENTURE TIME



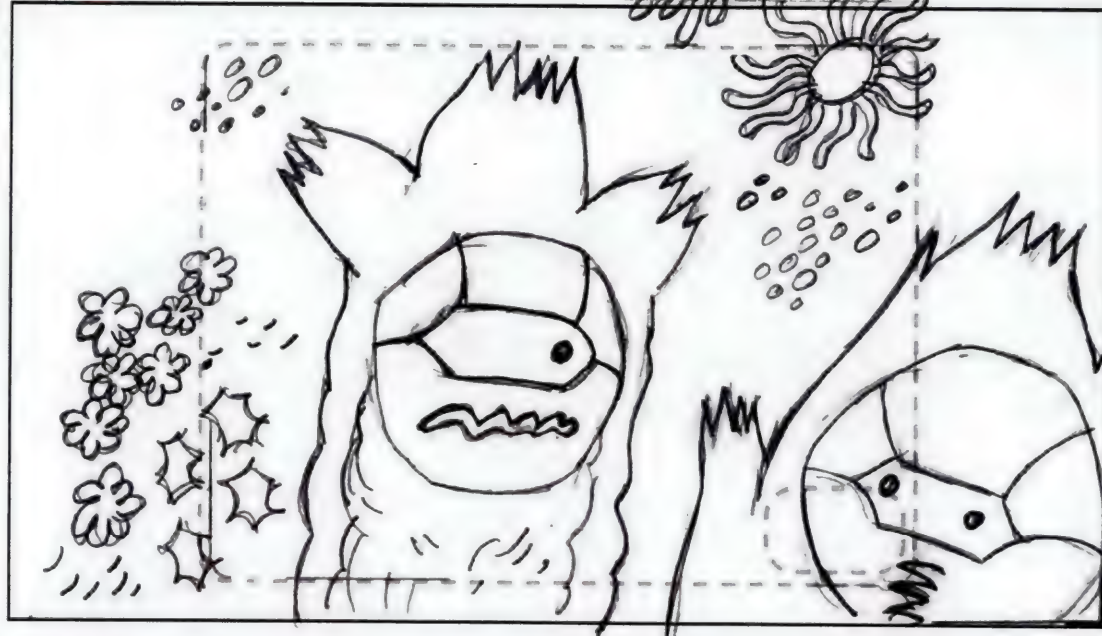
Page 293

Sc. 132

Pnl. A

Bg.

day night

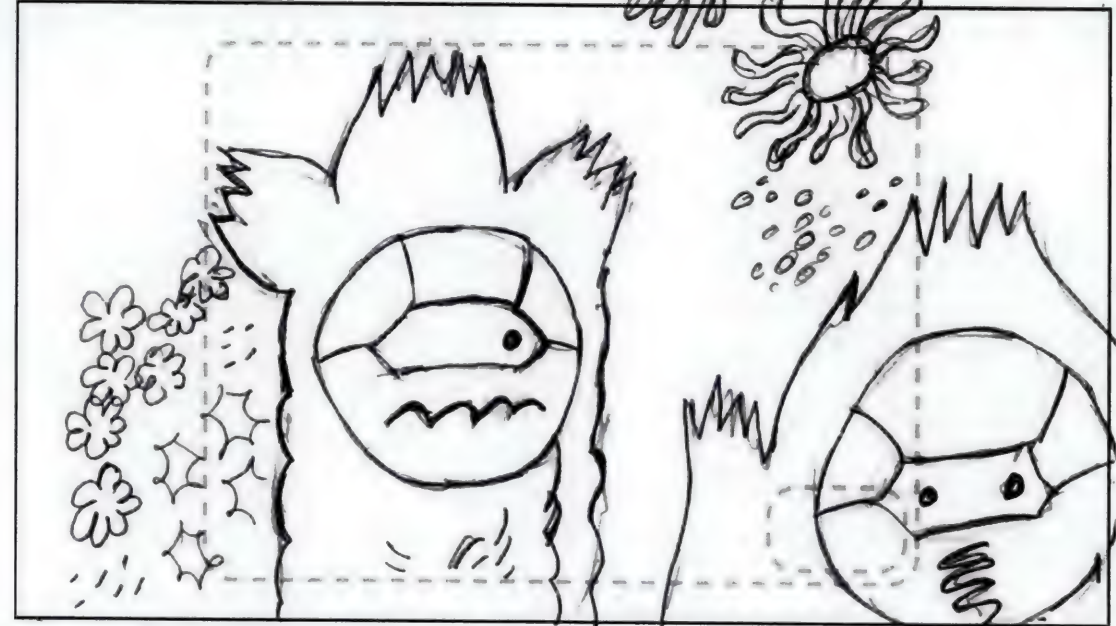


Sc. 132 *cont*

Pnl. B

Bg.

day night



Dialog:

FATHER: ...STUPID GRANDPARENTS
TOLD US SO WE WOULDN'T
MAKE OUT.

GRANNY
ELDER:
(O.S.) YES, AND YOU
SHOULD'VE
LISTENED!

Action:

OCT 09 2014

Timing:

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1025/198

Production :

1025/198



ADVENTURE TIME

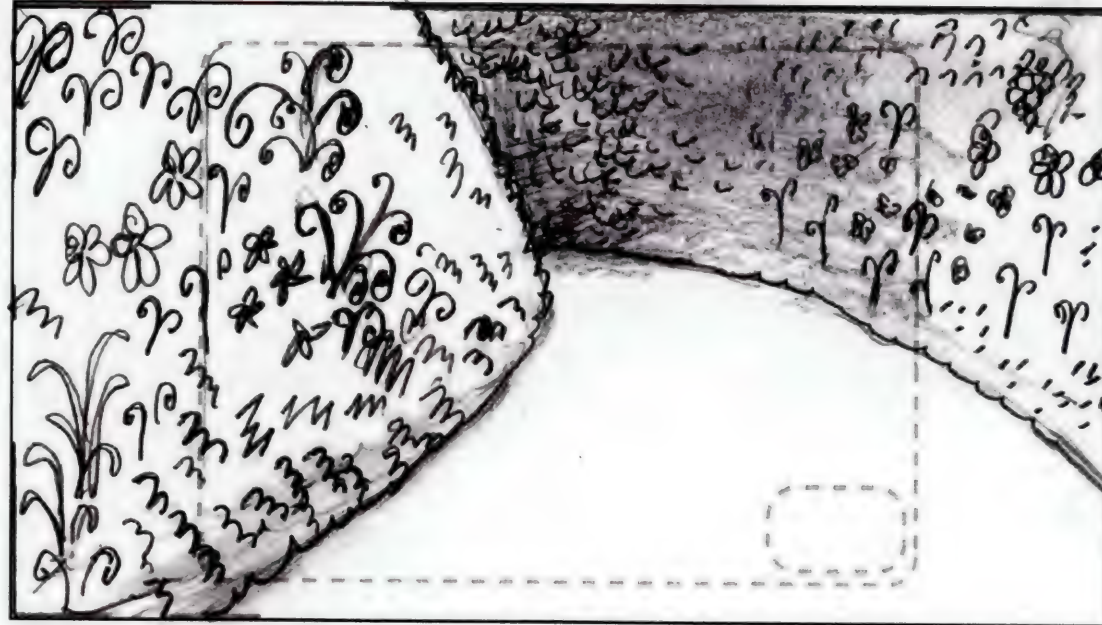
Page 294

Sc. 133

Pnl. A

Bg.

day night

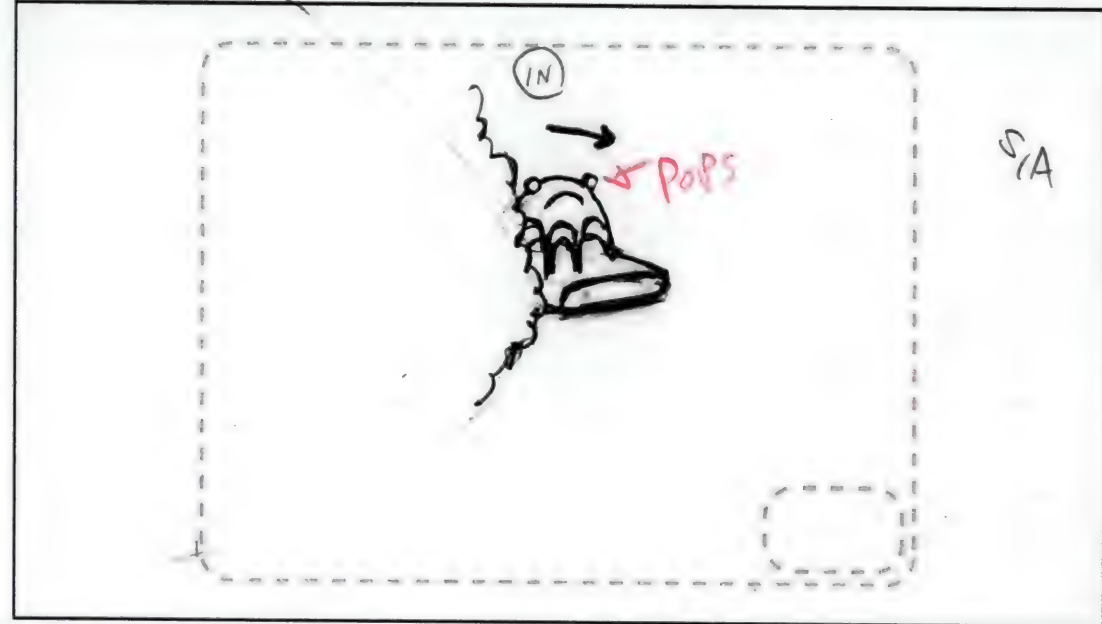


Sc. 133 *CONT*

Pnl. B

Bg.

day night



Dialog:

SFX: Psssss...

(AIR-POWERED
CARS IN THE
DISTANCE)

Action:

- POPS - ELDER RIDES INTO VIEW.

OCT 09 2016

Timing:

EPISODE # 1025-198

1025/198

Production :

1025/198

ADVENTURE TIME



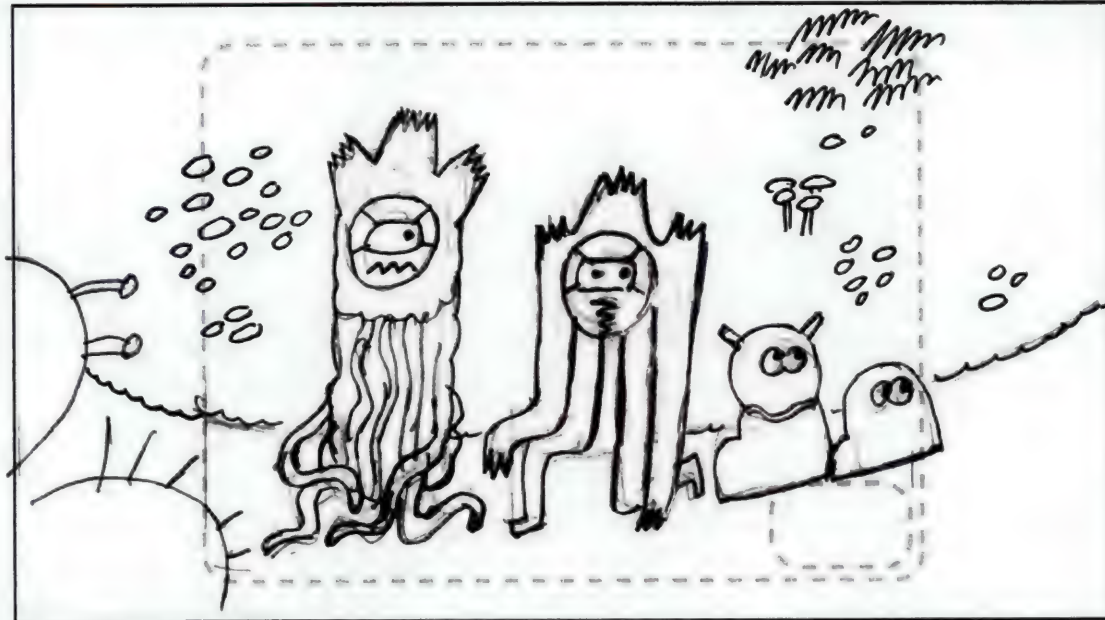
Page 295

Sc. 134

Pnl. A

Bg.

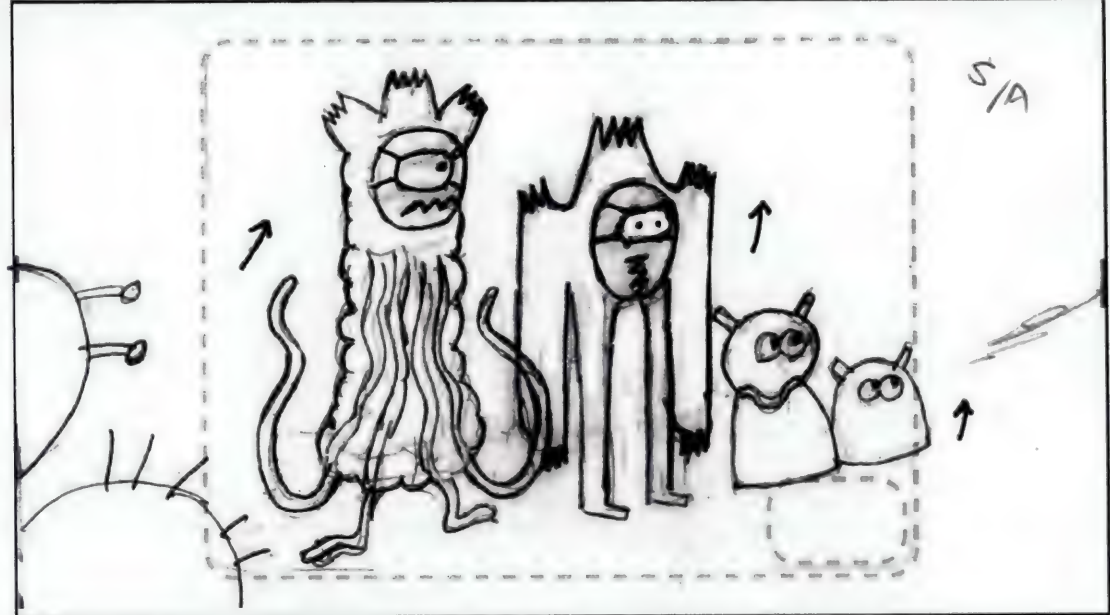
day night



Sc. 134 *CONT* Pnl. B

Bg.

day night



Dialog:

Action:

- THEY STAND UP.

OCT 09 2014

Timing:

EPISODE # 1025-198

Production :

1025/198

1025/198

1025/198

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ADVENTURE TIME

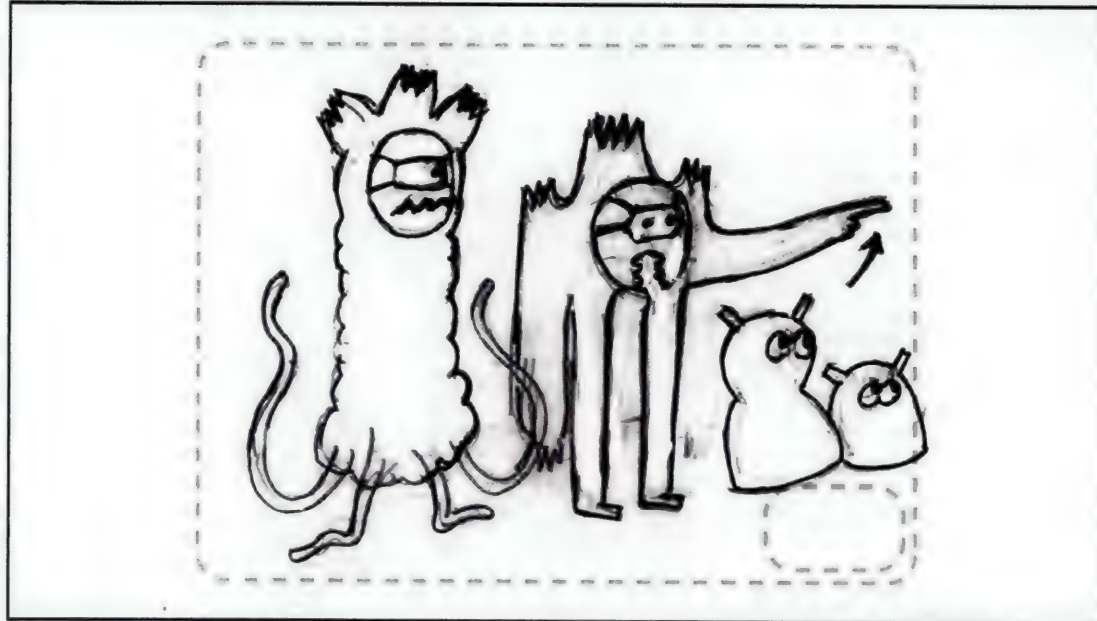


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Sc. 134 *CONT* Pnl. C

Bg.

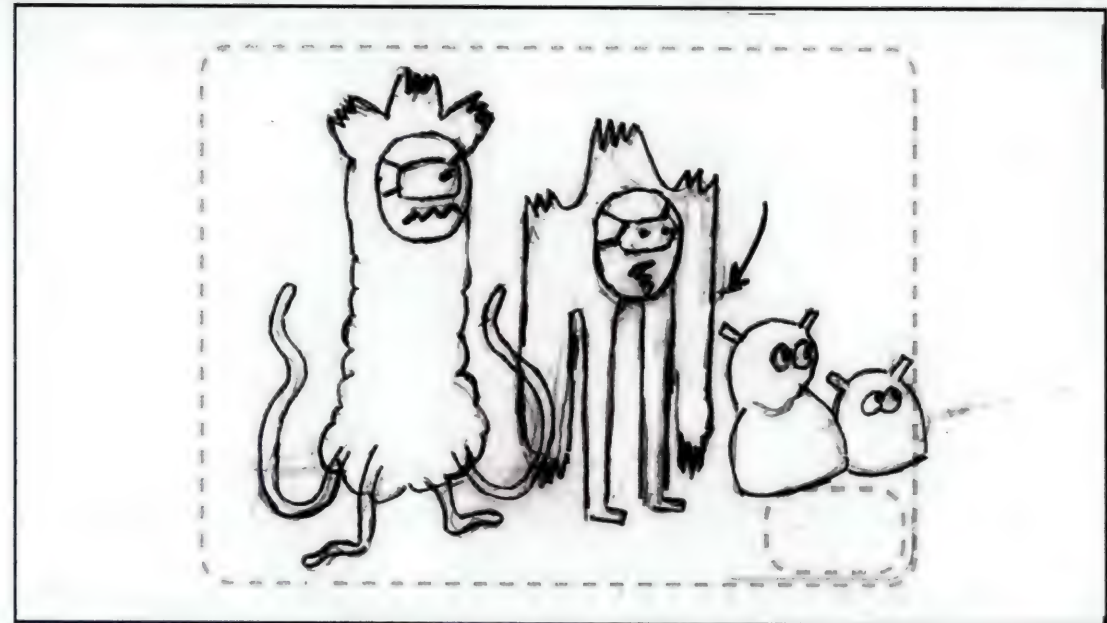
day night



Sc. 134 *CONT* Pnl. D

Bg.

day night



Dialog:

MOTHER: THE ELDERS!

Action:

OCT 09 2014

Timing:

EPISODE # 1025-198

1025/198

Production :

1025/198

ADVENTURE TIME



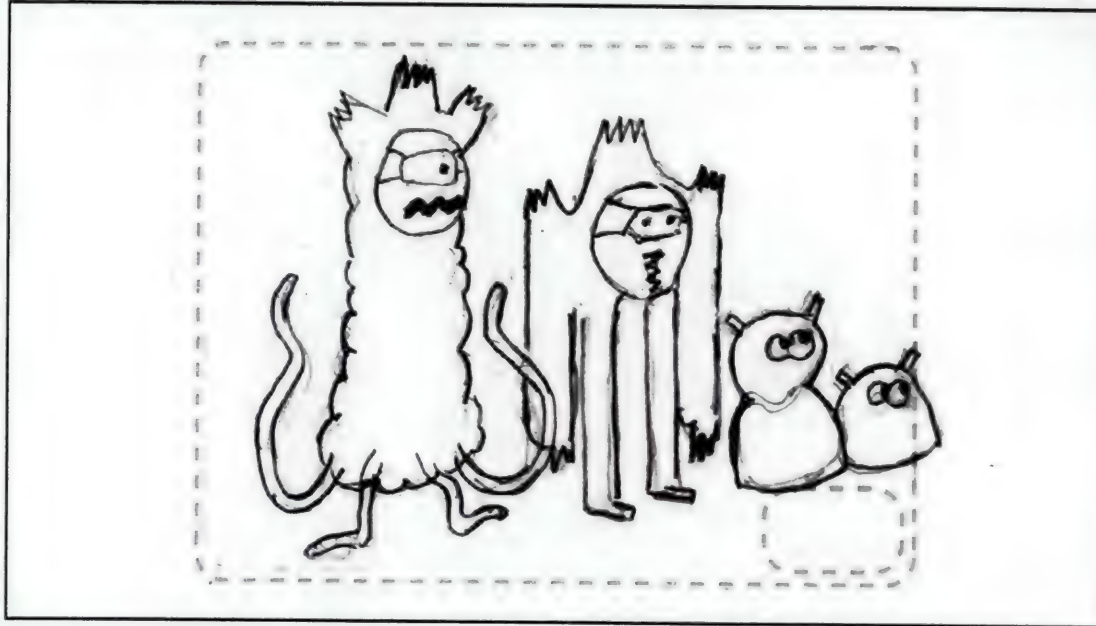
Cut

Page 297

Sc. 134 *cont* Pnl. E

Bg.

day night

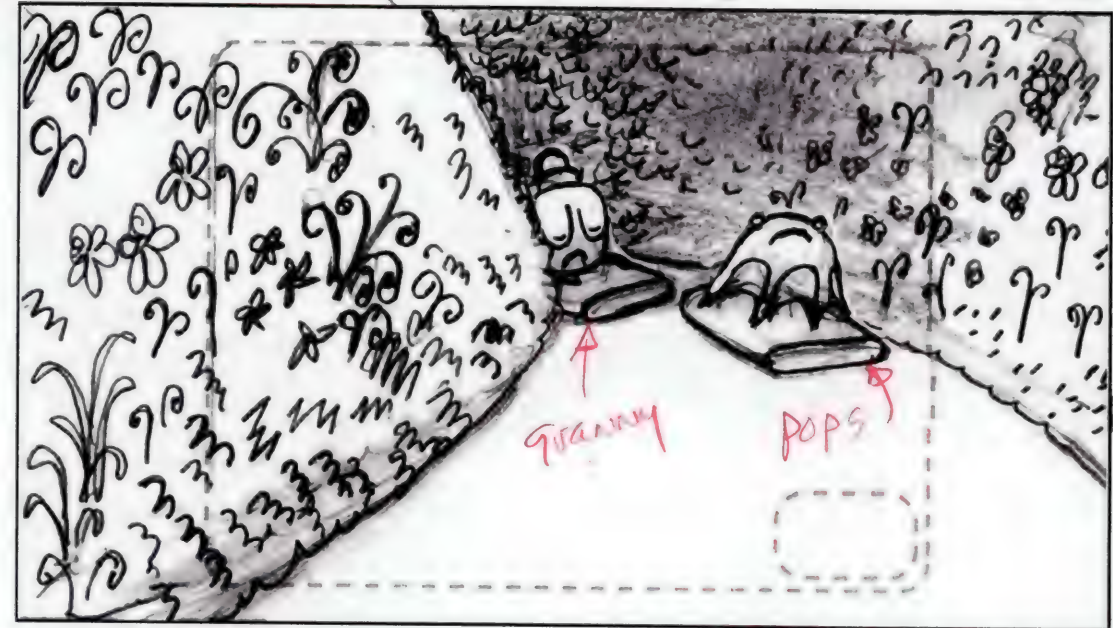


Sc. 135

Pnl. A

Bg.

day night



Dialog:

FATHER: YES! THE ELDERS!

SFX: PSSSSSSSS

(PRETTY SLOW
MOVING)

Action:

THE ELDERS ARRIVE, IN
AIR-POWERED HOVER-CARS.

Timing:

OCT 09 2014

Production :

EPISODE # 1025-198

1025/198

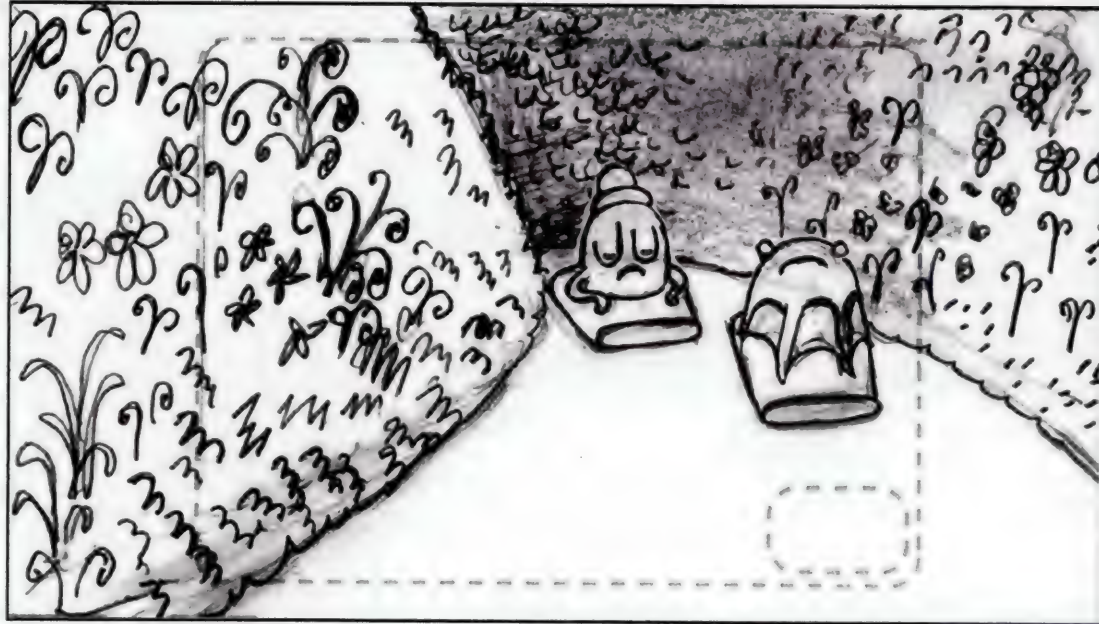
1025/198

ADVENTURE TIME

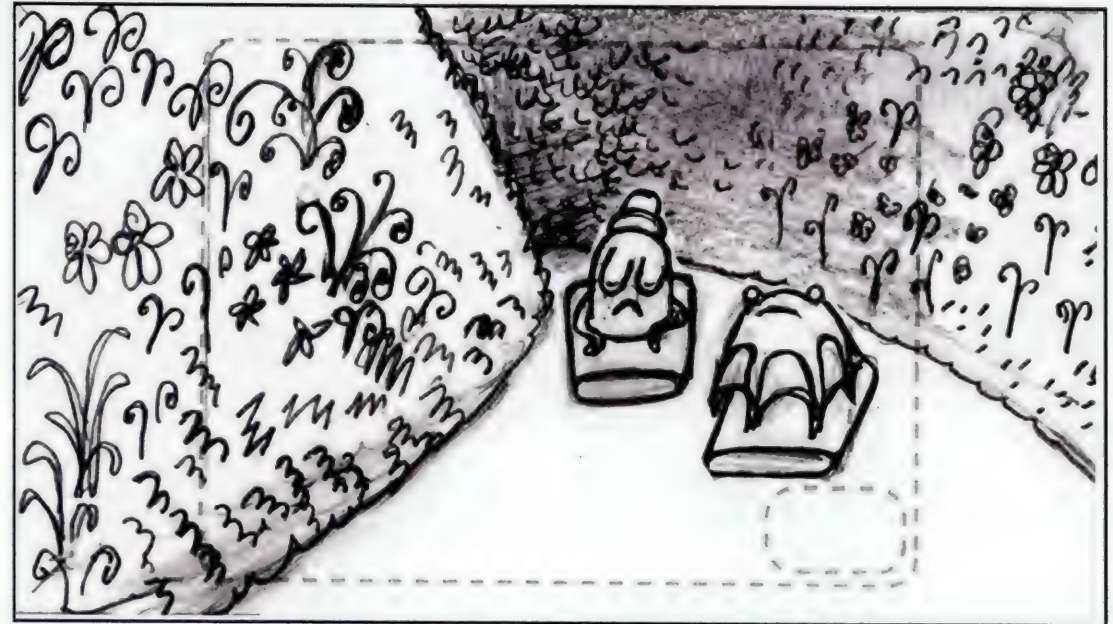


Page **298**

Sc. 135 *cont* Pnl. B Bg. day night



Sc. 135 *cont* Pnl. C Bg. day night



Dialog:

SFX: PSSSSSS...

SFX: PSSSSSS...

Action:

OCT 09 2014

Timing:

EPISODE # 1025-198

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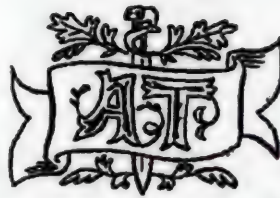
Production :

1025/198

1025/198

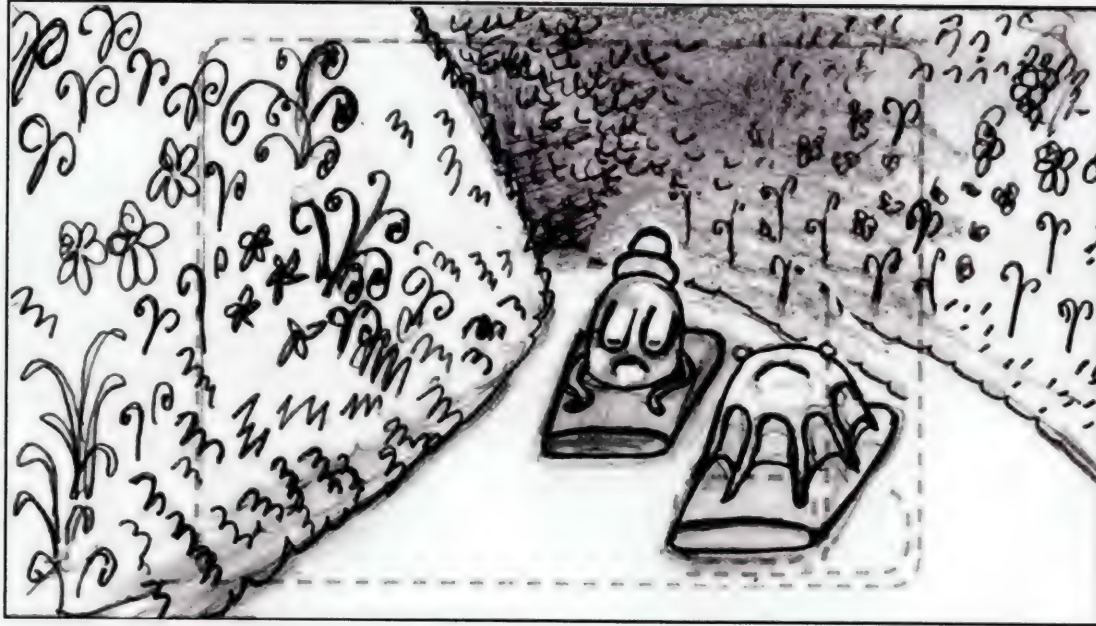
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ADVENTURE TIME

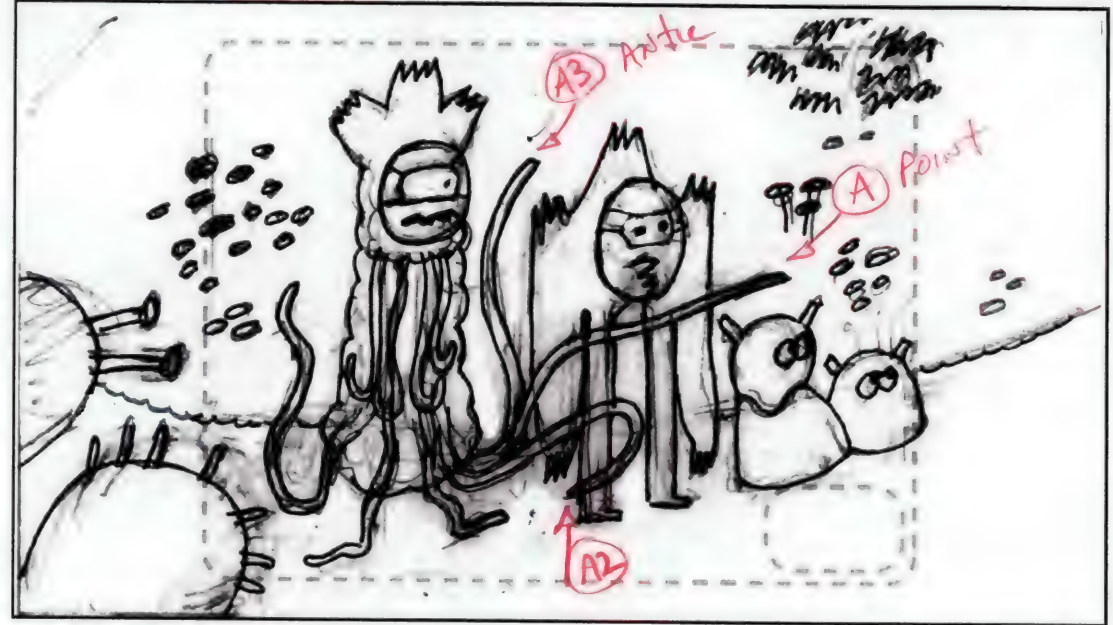


Page 299

Sc. 135 *cont* Pnl. D Bg. day night



Sc. 136 Pnl. A Bg. day night



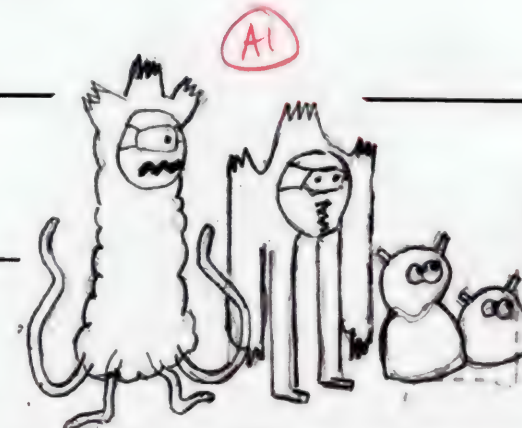
Dialog:

SFX: PSSSSS

FATHER: THE ELDERS!...

Action:

Timing:



OCT 09 2014

Production :

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EPISODE #

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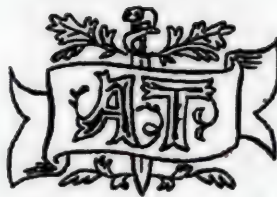
1025/198

1025/198

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cut

ADVENTURE TIME



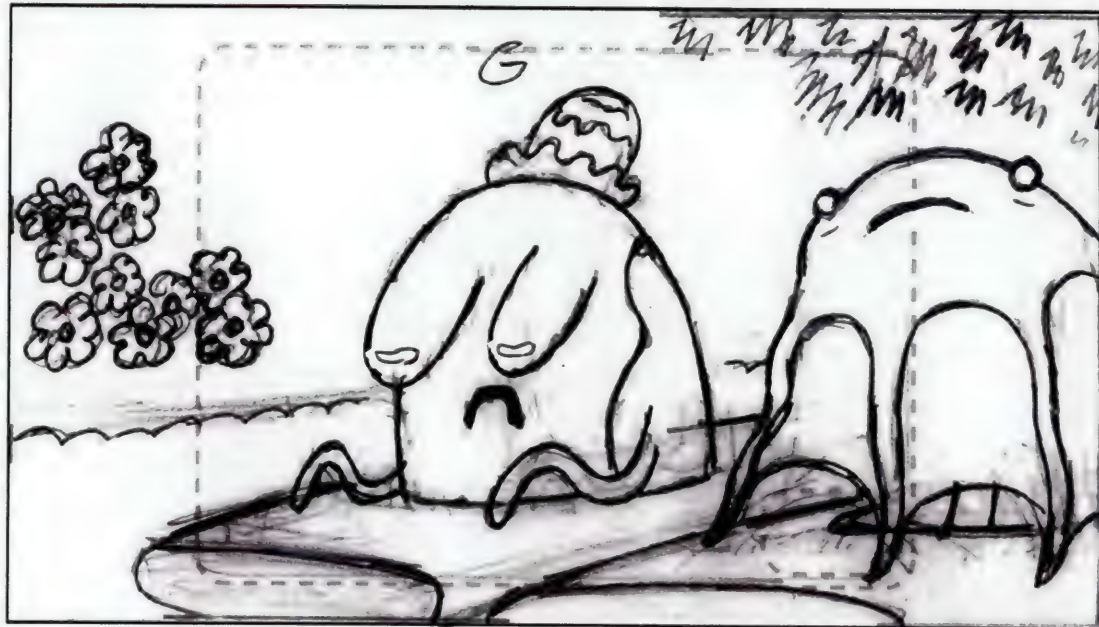
Page 300

Sc. 137

Pnl. A

Bg.

day night

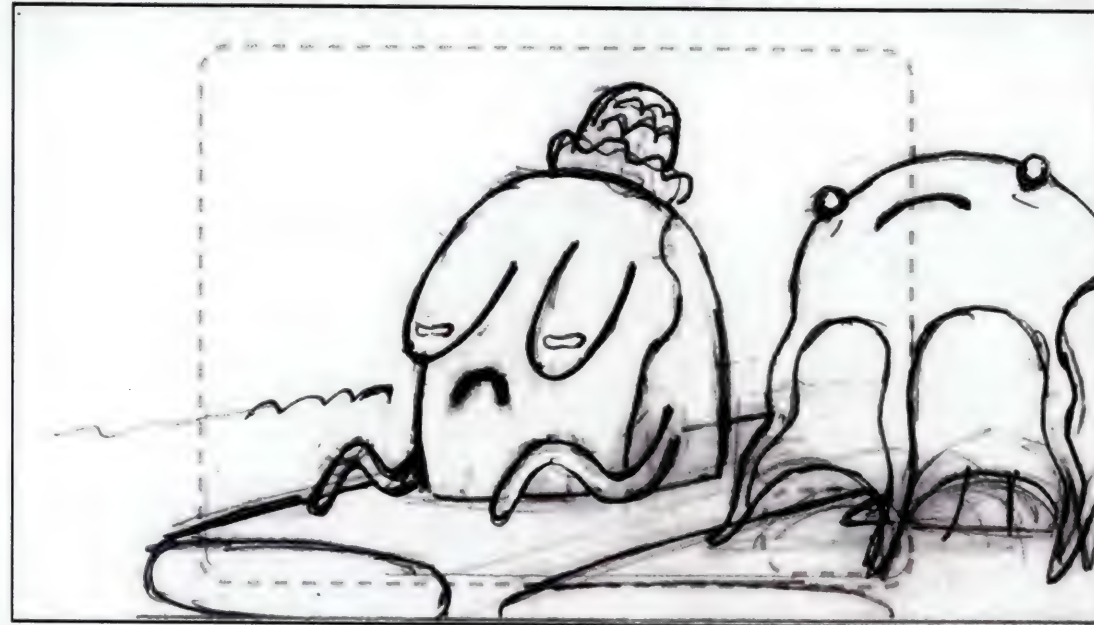


Sc. 137 *cont*

Pnl. B

Bg.

day night



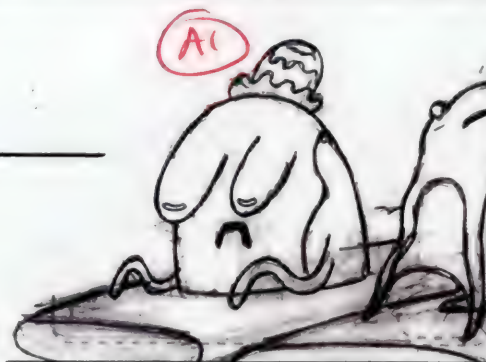
Dialog:

GRANNY ELDER: WE TOLD YOU --

GE: ORGALORG IS --

Action:

Timing:



OCT 09 2014

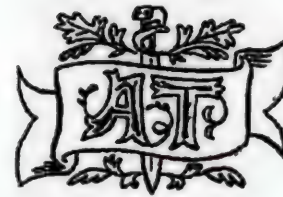
Production :

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ADVENTURE TIME



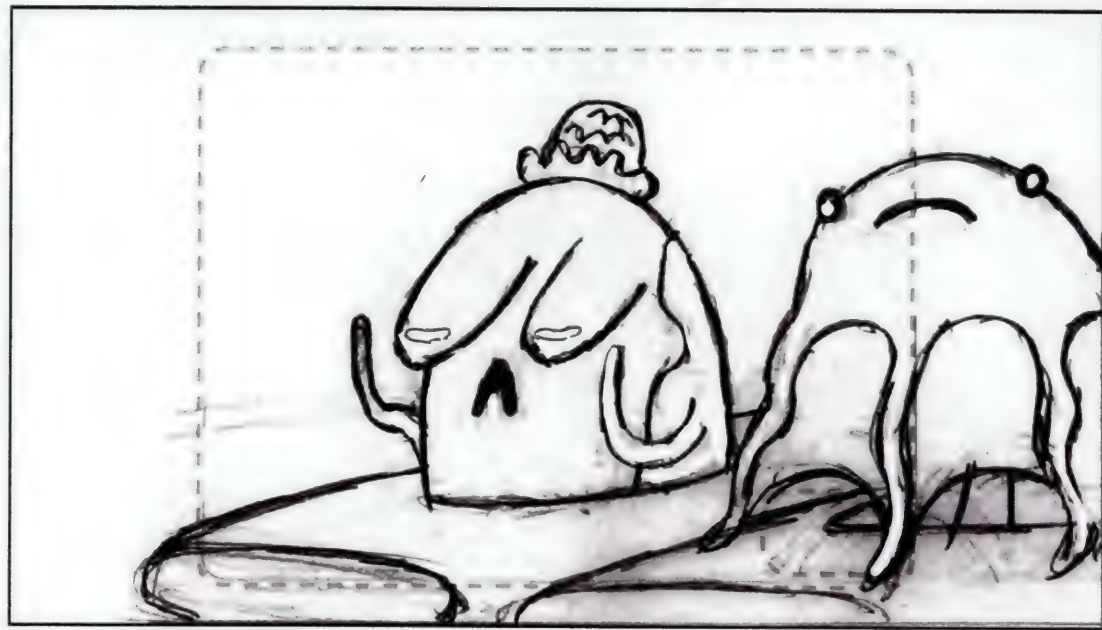
Page 301

301A next
day night

Sc. 137 *cont* Pnl. C

Bg.

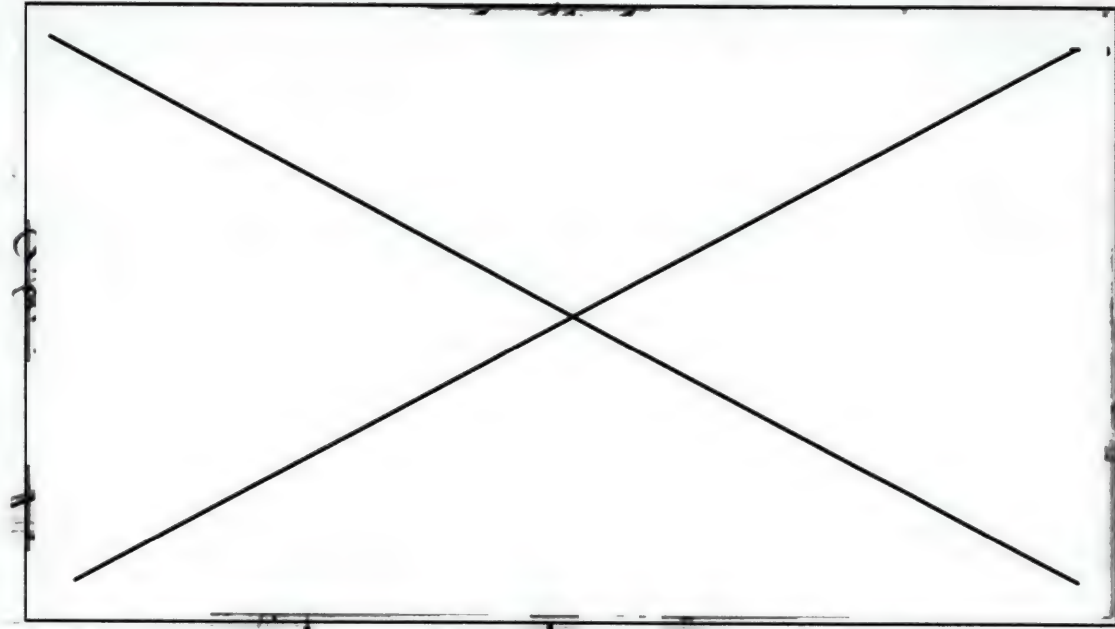
day night



Sc.

Pnl.

Bg.



Dialog:	<u>GRANNY</u> = -- REAL AND <u>HORRIFYING</u> .	
Action:		
Timing:		



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ADVENTURE TIME



Sc. Pnl. Rq.

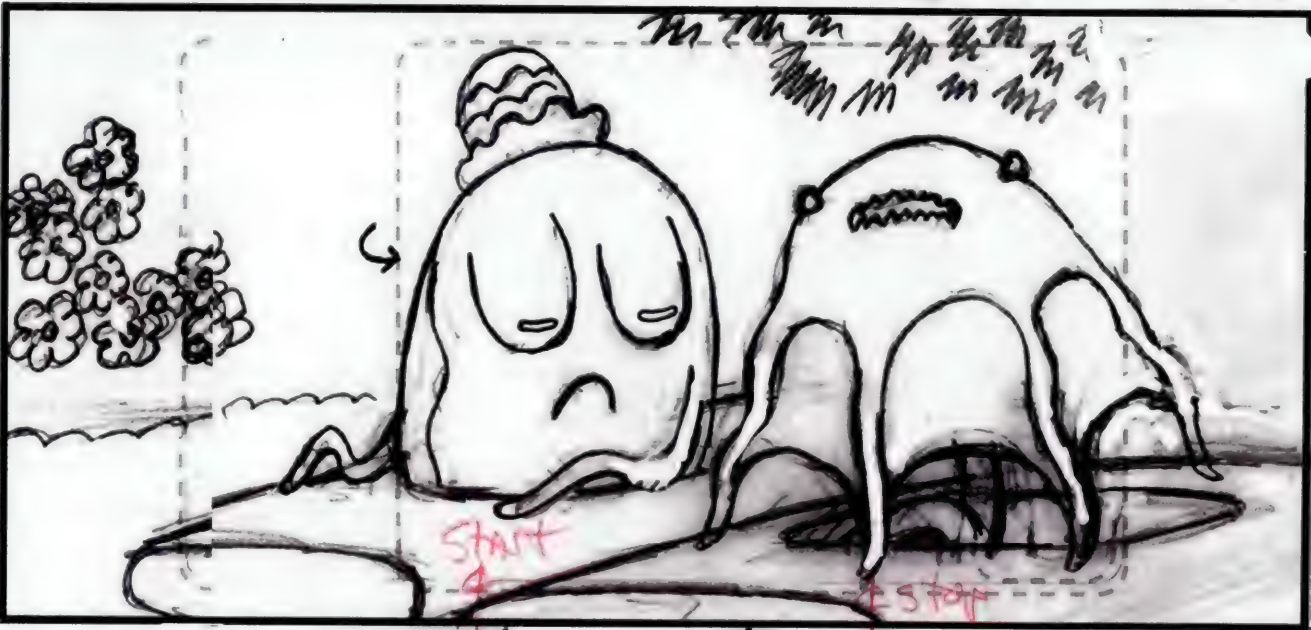
day night

Sc. 137 *CONT*

Pnl. D

Bg.

Page 301 A
302 NEXT
day night



Dialog:

'POPS':
ELDER

BUT

NOBODY WOULD LISTEN! YOU
ALL JUST WANTED TO MAKE
OUT!

Action:

[PAN OVER TO POPS ELDER]

Timing:

OCT 09 2014

*How
Cut*

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1025/198

Production :

1025/198

ADVENTURE TIME



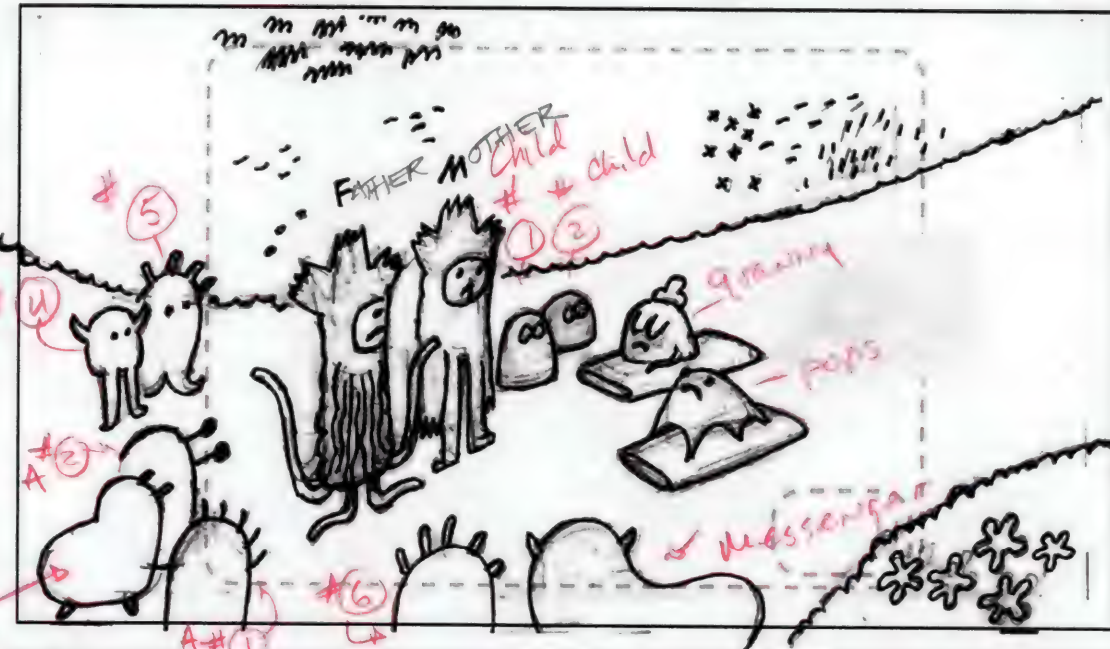
Page 302

Sc. 138

Pnl. A

Bg.

day night

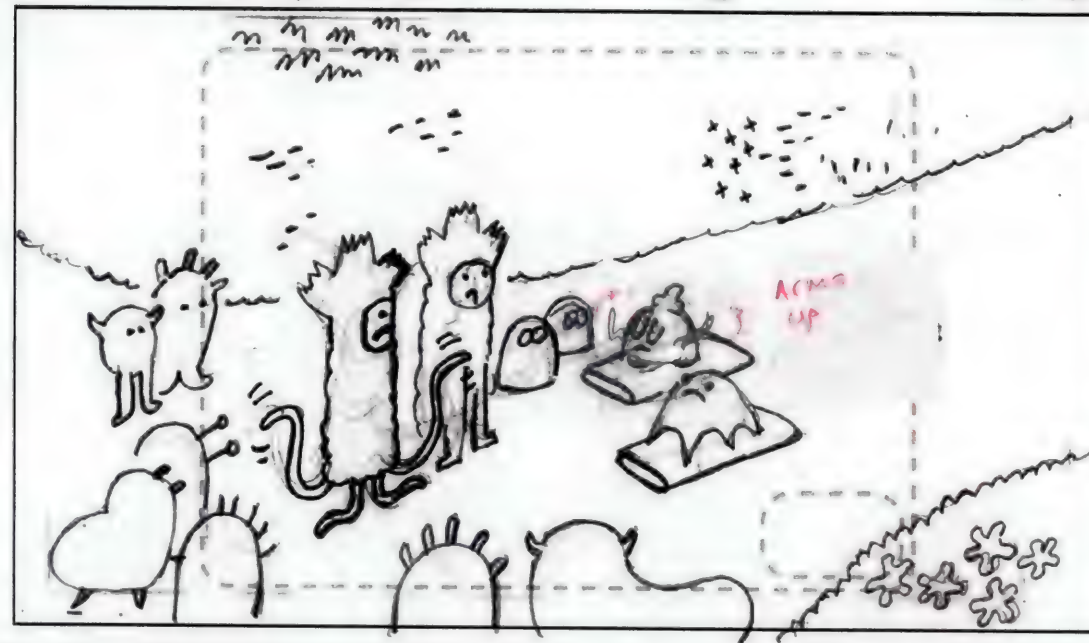


Sc. 138 *cont*

Pnl. B

Bg.

day night



Dialog:

FATHER: WELL,

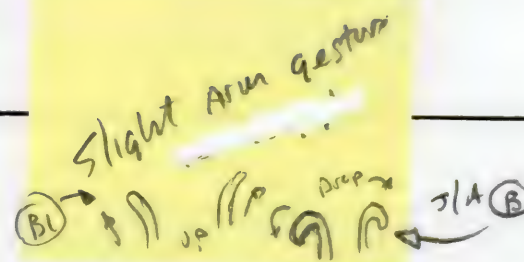
FATHER: --- WE'RE LISTENING NOW.

GRANNY: AFTER YOU HAD KIDS --

Action:

Timing:

OCT 09 2014



Production :

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1025/198

ADVENTURE TIME



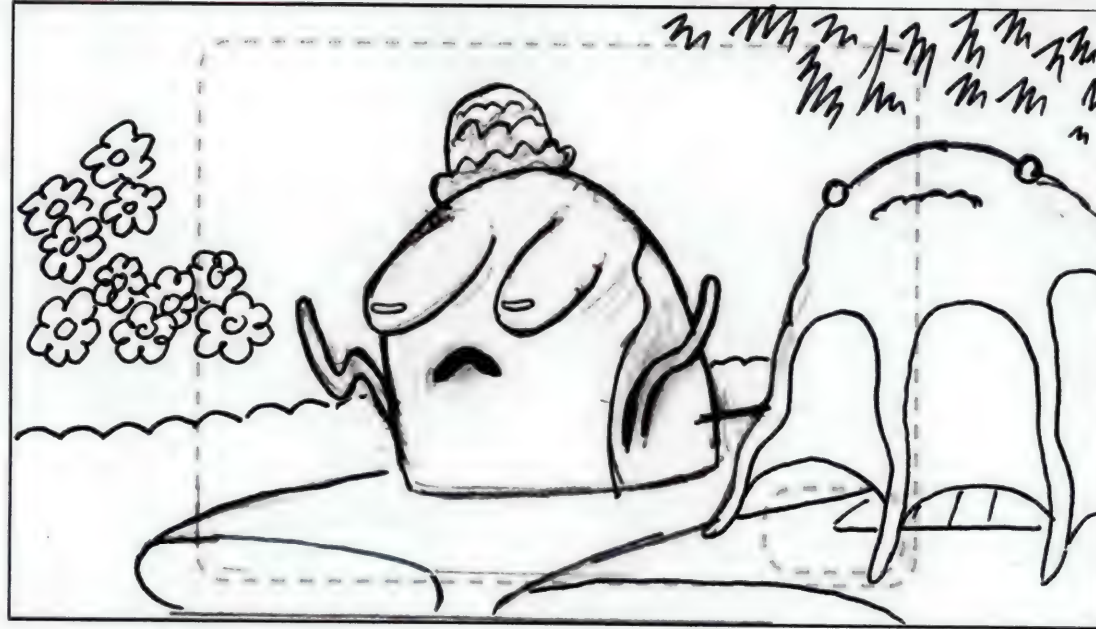
Page 303

Sc. 139

Pnl. A

Bg.

day night

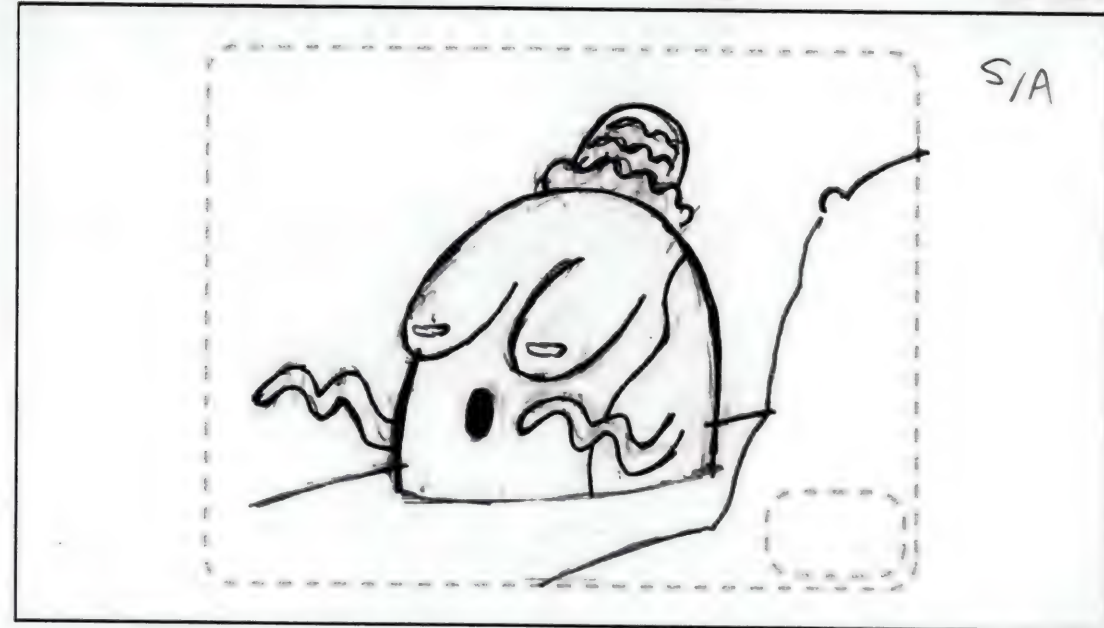


Sc. 139 *cont*

Pnl. B

Bg.

day night



Dialog:

GRANNY: -- AND THEY
ELDER

GE: -- DIDN'T WANT TO
LISTEN TO YOU

Action:

Timing:

OCT 09 2014

Production :

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ADVENTURE TIME



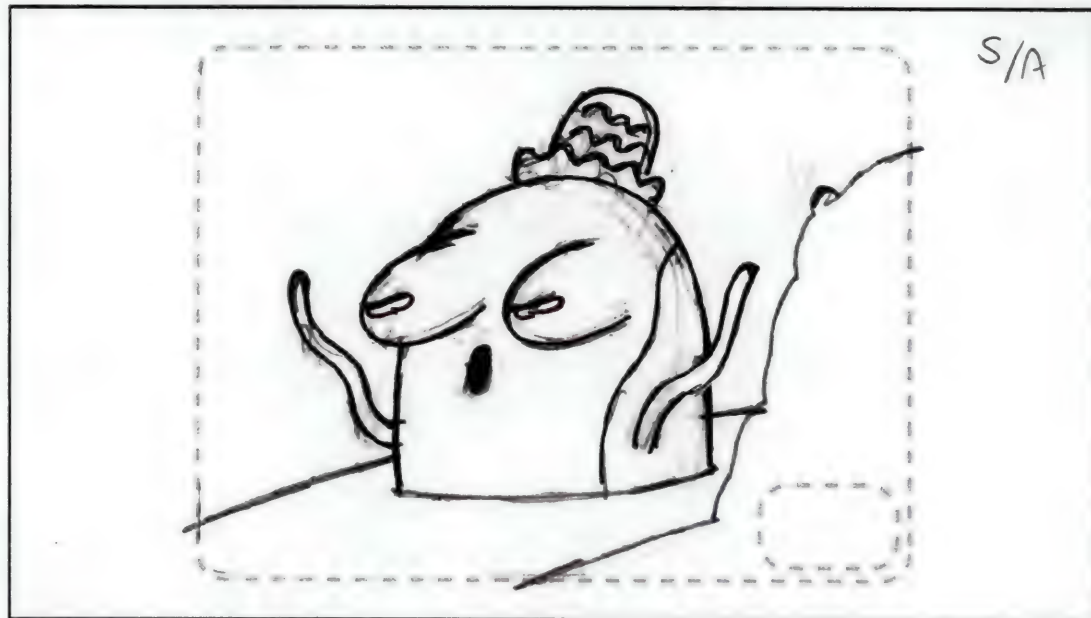
cut

Page 304

Sc. 139 *CONT* Pnl. C

Bg.

day night

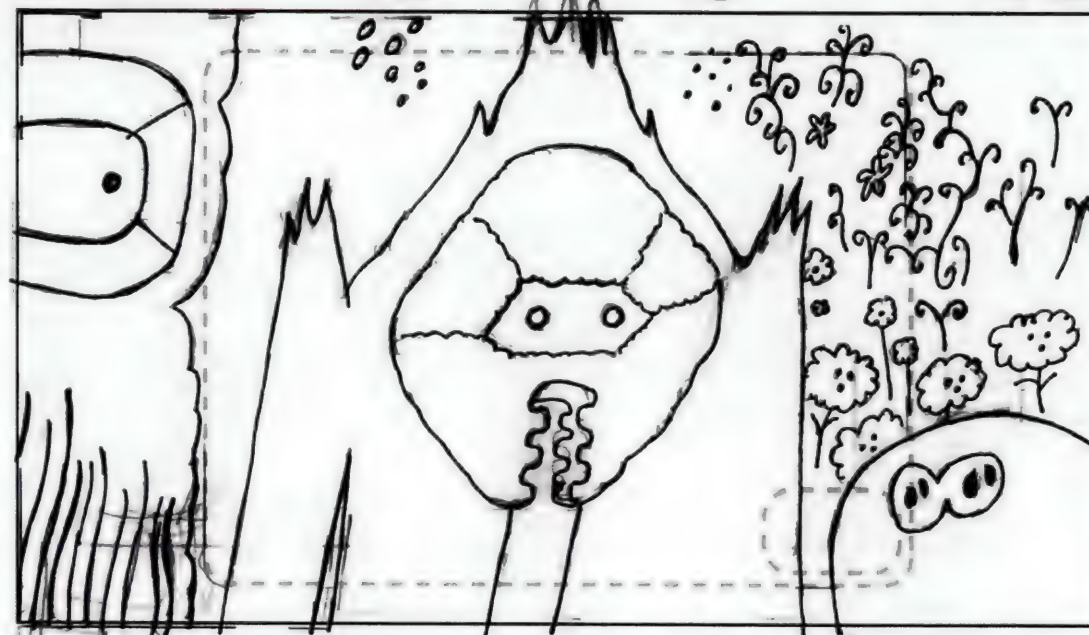


Sc. 140

Pnl. A

Bg.

day night



Dialog:

GE: -- HOW DID THAT
MAKE YOU FEEL?

MOTHER: TERRIBLE.

Action:

Timing:

OCT 09 2014

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1025/198

Production :

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1025/198

1025/198

Cut

ADVENTURE TIME



Sc. 141

Pnl. A

Bg.

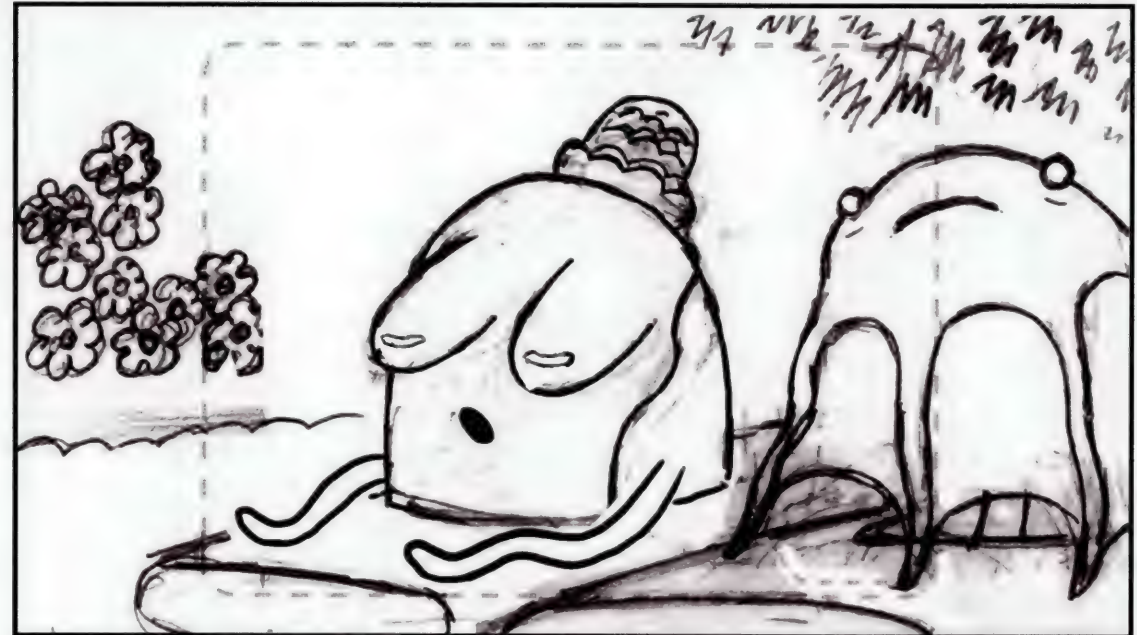
day night



Sc. 141 *CONT*

Pnl. B

Bg.



Page 305
305A NEXT
day night

Dialog:

Granny Elder: Exactly

Action:

OCT 09 2014

Timing:

EPISODE # 1025-198

Production:

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1025/198

ADVENTURE TIME

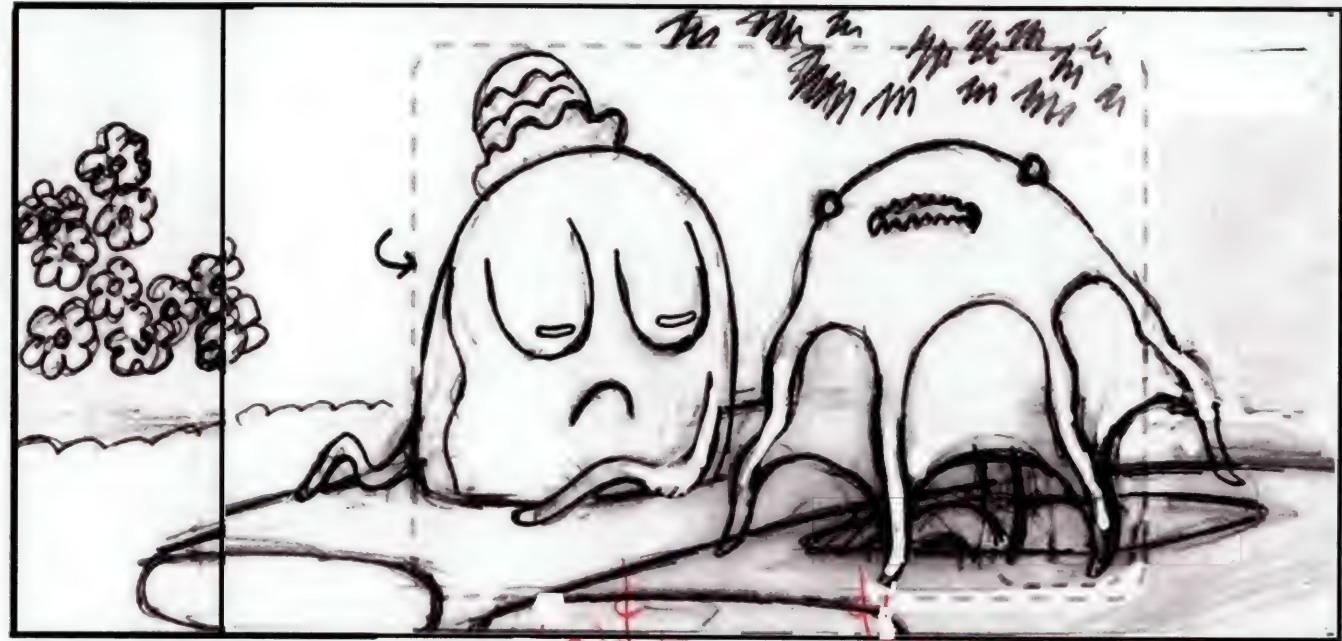


Sc. 141 *CONT*

Pnl. C

Bg.

Page 305A
305B NEXT
day night



Dialog:

Pops Elder: Orgalorg

Action:

OCT 09 2014

Timing:

EPISODE # 1025-198

Production:

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ADVENTURE TIME



Sc. 141 *CONT*

Pnl. D

Bg.

day night

Page 305B
306 NEXT



Dialog:

Granny Elder: Oh! Orgalorg...Orgalorg is an ancient cosmic entity

Action:

Timing:

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Production:

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Cut w/ X DISS @ Post

ADVENTURE TIME

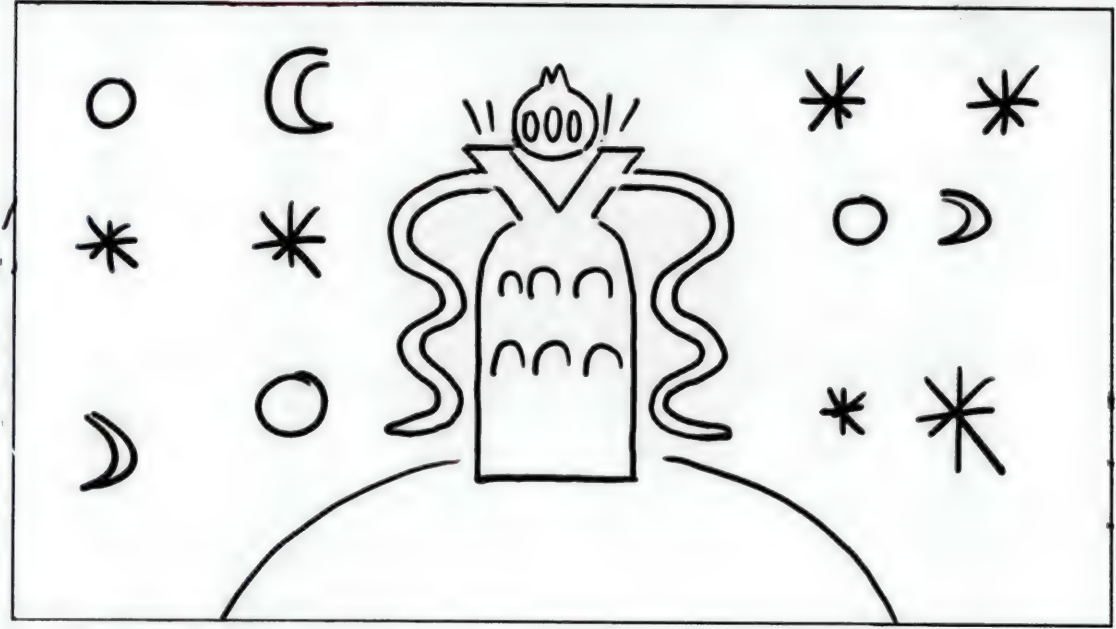


Sc. 142

Pnl. A

Bg.

day night



Sc. 143

Pnl. A

Bg.

day night



Dialog:

~~XX~~ X DISS

Granny (VO)
who Ruined the Solar System

Granny (VO)
with his cruel...

start Diag
truck out
w/action

Action:

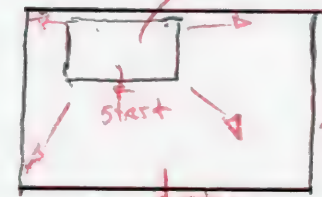
- X DISSOLVE TO ORGALORG Graphic

ON ORGALORG THROWING
A HUGE BOULDER.

OCT 09 2011

Timing:

Diag
truck
out



EPISODE # 1025-198

1025/198

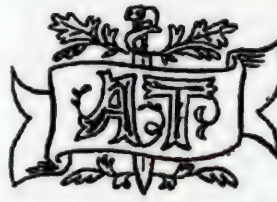
Production :

1025/198

1025/198

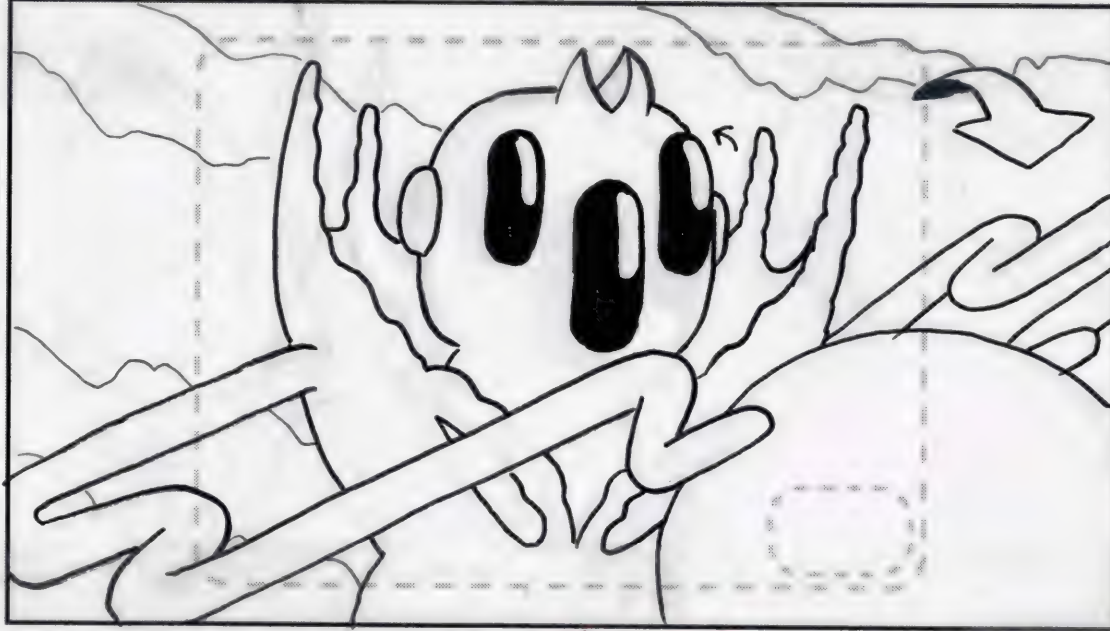
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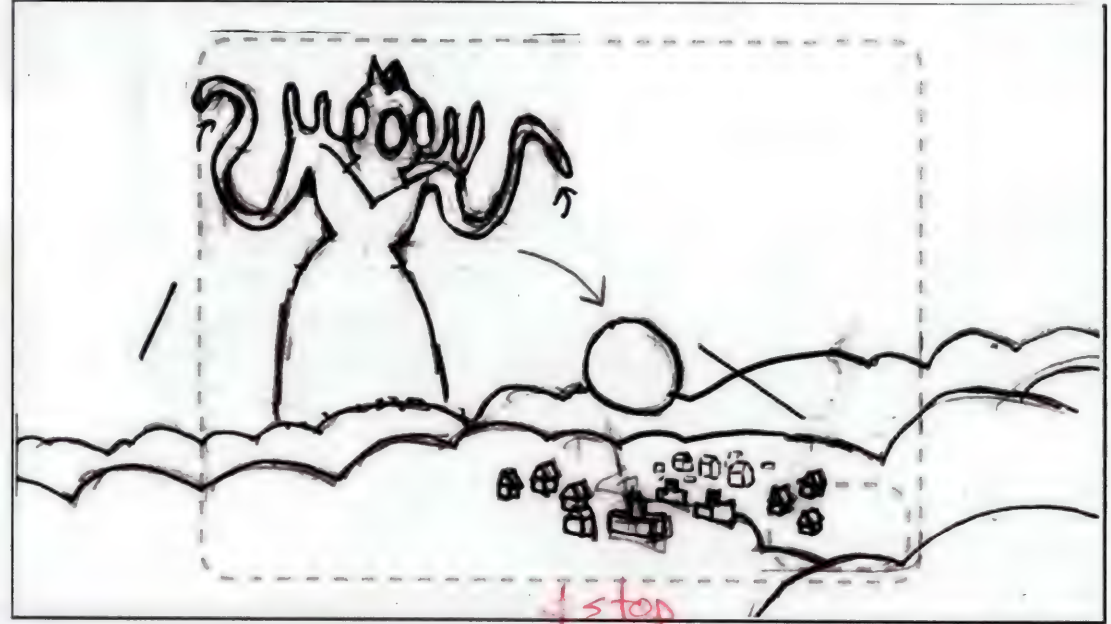


Page 307

Sc. 143 *cont* Pnl. B Bg. day night



Sc. 143 *cont* Pnl. C Bg. day night



Dialog:

GE: and deadly whims.
(O/S)

*Can't bring
truck out
w/ action*

Action:



-TRUCK OUT TO INCLUDE TOWN

Timing:

OCT 09 2014

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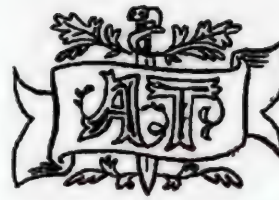
EPISODE #

1025/198

Production :

1025/198

ADVENTURE TIME

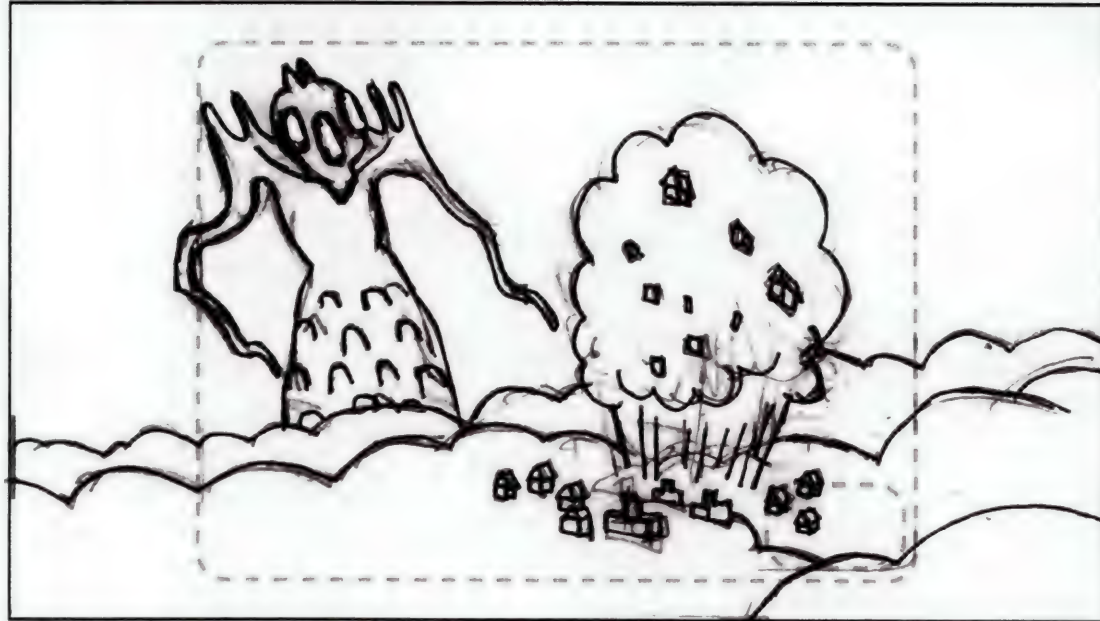


Page 308
308ANET
day night

Sc. 143 *CONT* Pnl. D

Bg.

day night



Sc. 143 *CONT* Pnl. E

Bg.



Dialog:

SFX: * BOOM *

Granny (VO)

the breaker of worlds!

Action:

THE BOULDER SMASHES
A SMALL TOWN.

OCT 09 2014

Timing:

Production :

EPISODE #

1025-198

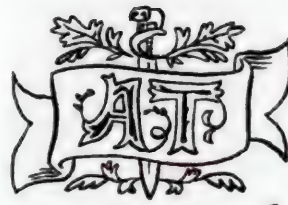
1025/198

1025/198

1025/198

Cut

ADVENTURE TIME



Cut

Sc. 143A

Pnl. A

Bg.

day night

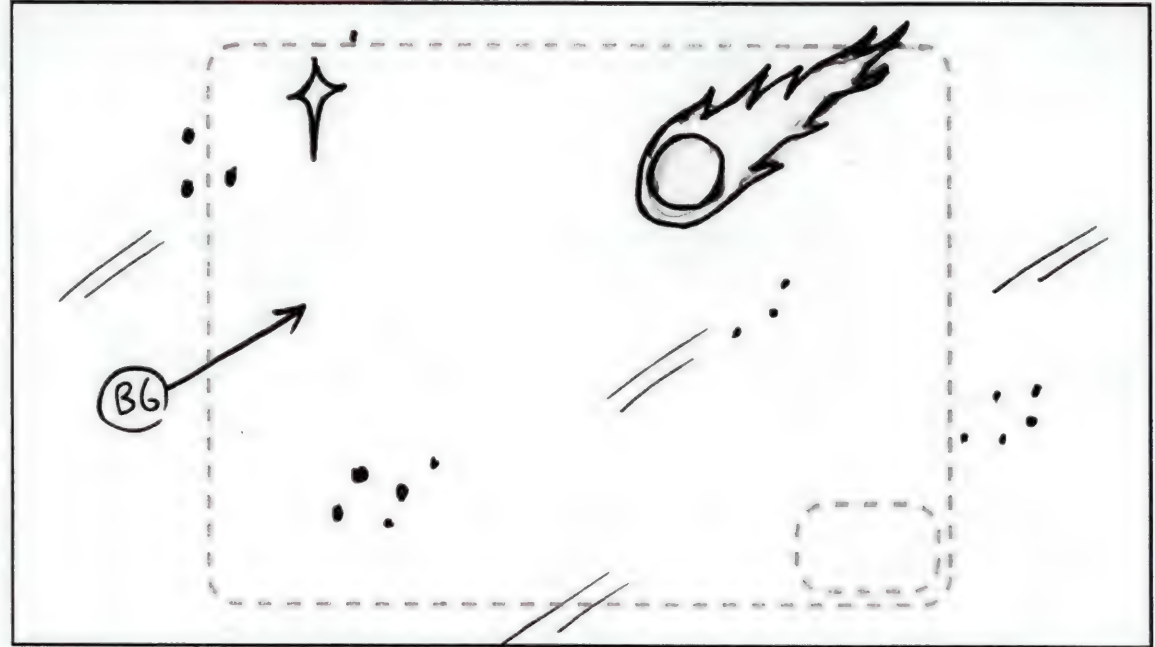


Sc. 144

Pnl. A

Bg.

day night



Page 308A

309 NEXT
day night

Dialog:

Re-use anim. From eps # 180
'Astraplave' Sc 16

GE: (OS) he was seeking ever more

Action:

OCT 09 2014

Timing:

EPISODE # 1025-198

Production:

1025/198

1025/198

ADVENTURE TIME



Sc. 144 *CONT* Pnl. B

Bg.

day night



Sc. 144 *CONT* Pnl. C

Bg.

day night



Dialog:

GE: ^(O/S) POWER ...

GE:
(O/S)

HE DESIRED TO INTERCEPT
A CATALYST COMET...

Action:

-ORGALORG FLIES ON/S.

ORGALORG GAINS
ON COMET.

OCT 09 2014

Timing:

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EPISODE #

1025/198

Production :

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ADVENTURE TIME



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Sc. 144 *CONT* Pnl. D

Bg.

day night

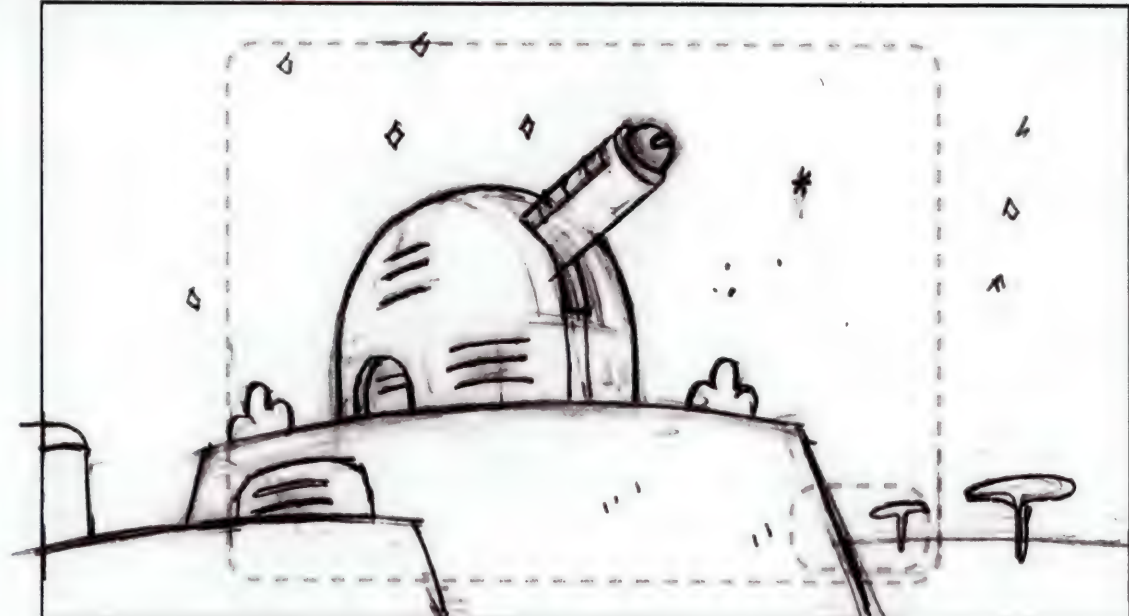


Sc. 145

Pnl. A

Bg.

day night



Dialog:

GE: AND ABSORB ITS ESSENCE ...

GE:
(O/S)

THEREBY DID HE OFFEND --

Action:

OCT 09 2014

Timing:

EPISODE #

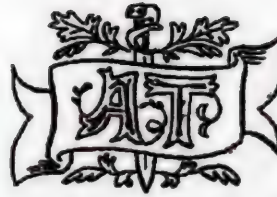
1025-198

1025/198

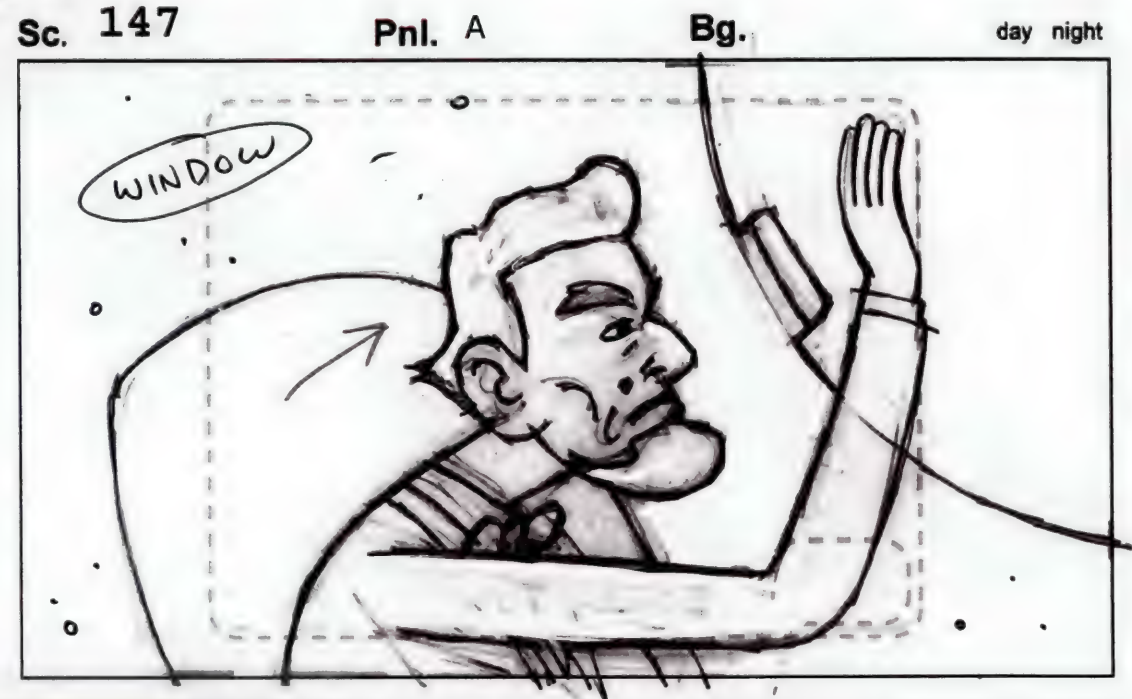
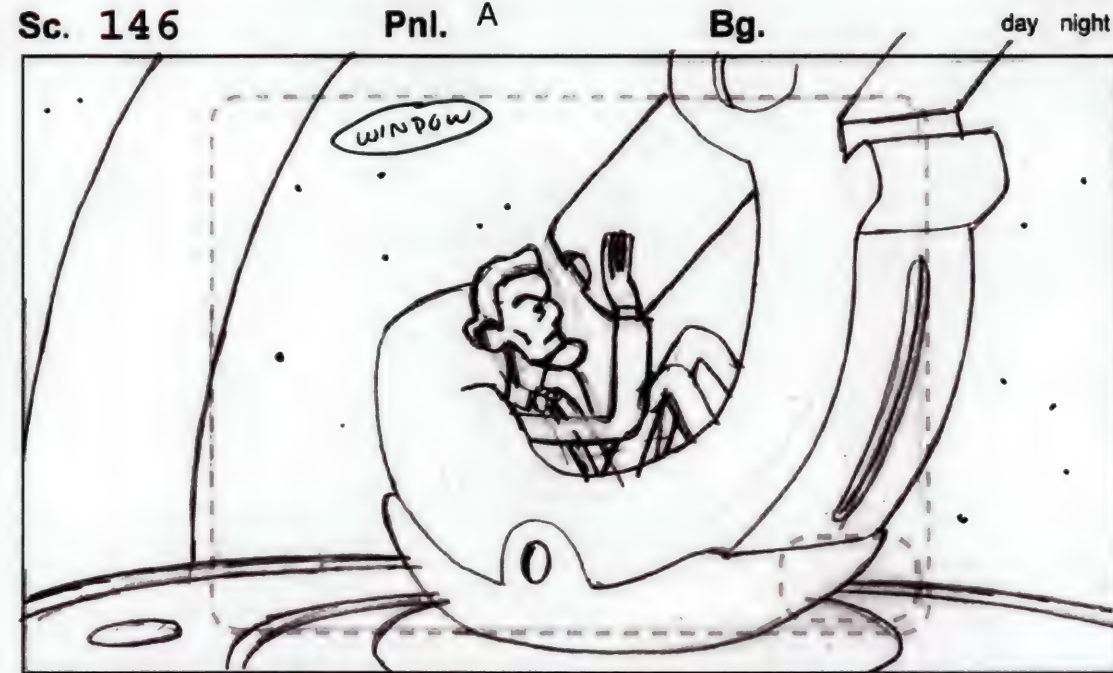
Production :

1025/198

ADVENTURE TIME



Page **311**



Dialog:

GE: THE KING OF
(O/S) MARS

Action:

Timing



GE:
(O/S)

WHO DECREED THAT --

KING OF MARS
LOOKING INTO
TELESCOPE.

OCT 09 2014

EPISODE # 1025-198

1025/198

Production :

1025/198

ADVENTURE TIME



Page 312

362A NEXT
day night

Sc. 147 *CONT* Pnl. B

Bg.

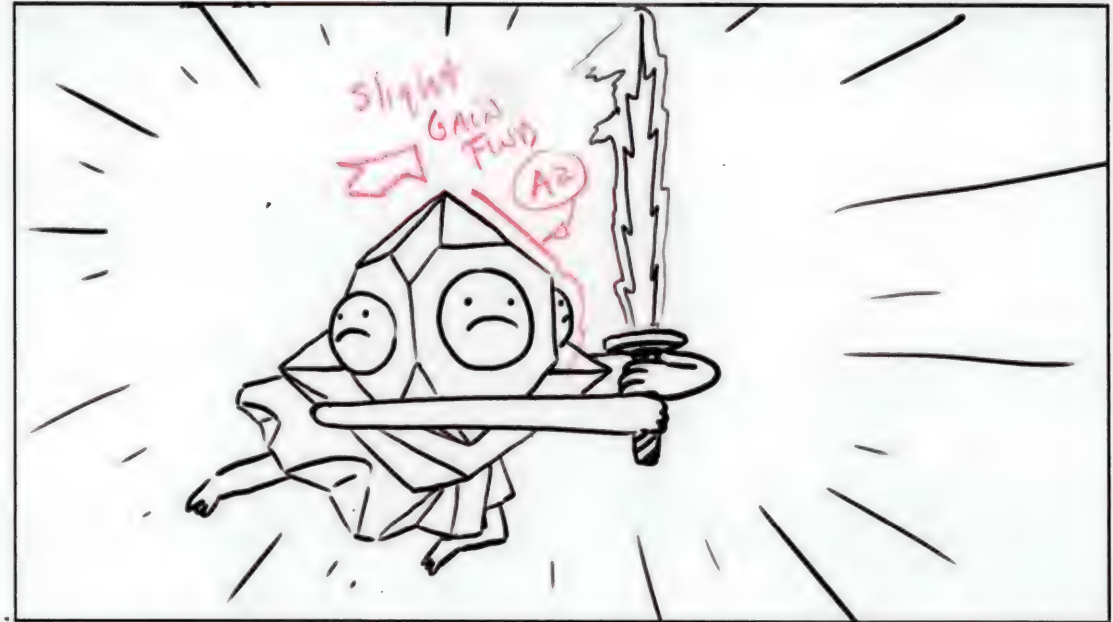
day night



Sc. 147A

Pnl. A

Bg.



Dialog:

GE: (O/S) ORGALORG SHOULD BE CAST DOWN ...

GE:(OS) and yes...

Action:

SHIFT KING OF MARS
(THOUGHTFUL, UNHAPPY)

-GGGG WIELDS FLAMING SWORD.

Timing:



OCT 09 2011

Production :

EPISODE #

1025-198

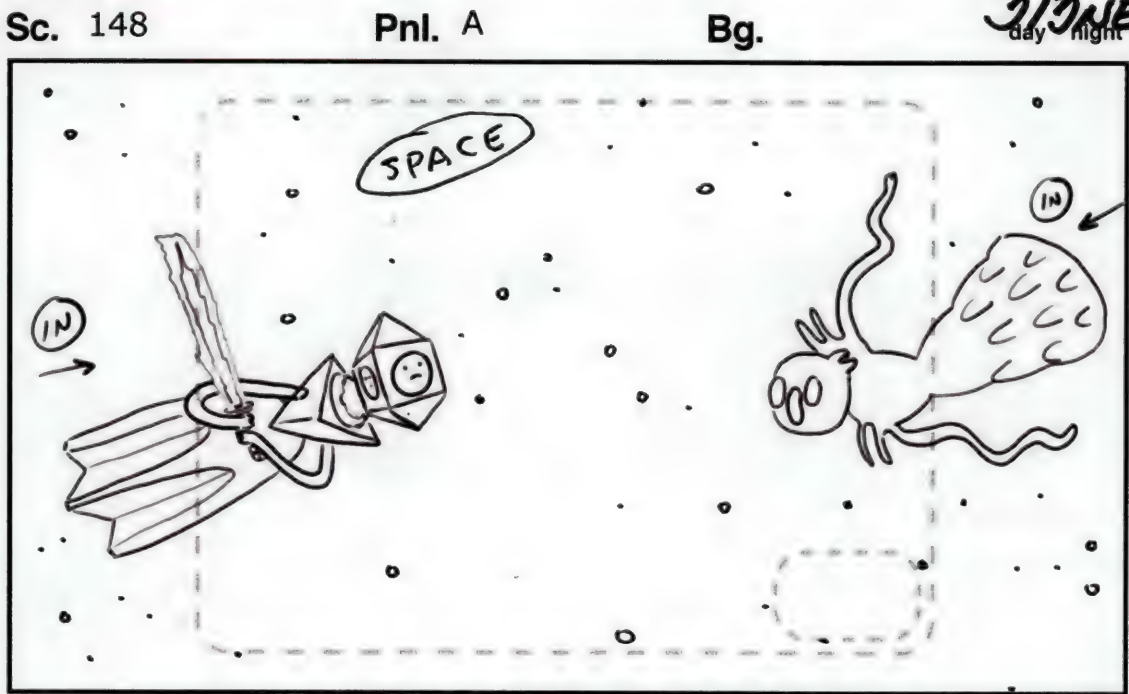
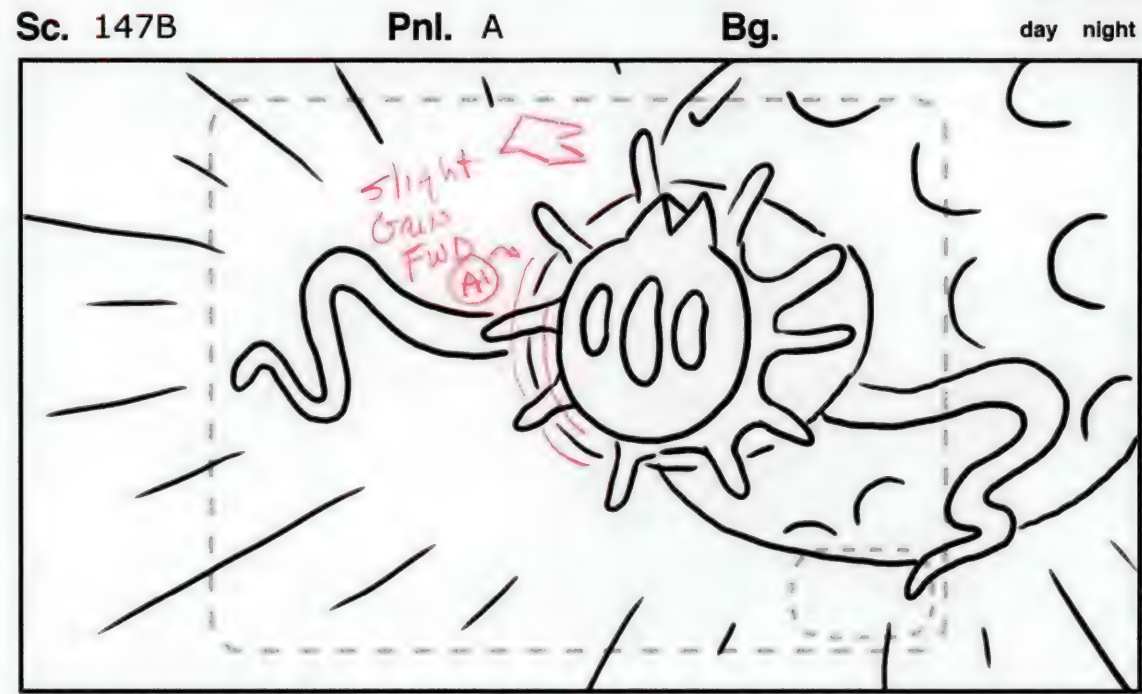
1025/198

1025/198

1025/198

1025/198

ADVENTURE TIME



Dialog:	GE: (OS) he was cast down	GE: (OS) by the flaming sword...
Action:		
Timing:	OCT 09 2014	

EPISODE # 1025-198
Production:

1025/198

1025/198

1025/198

ADVENTURE TIME



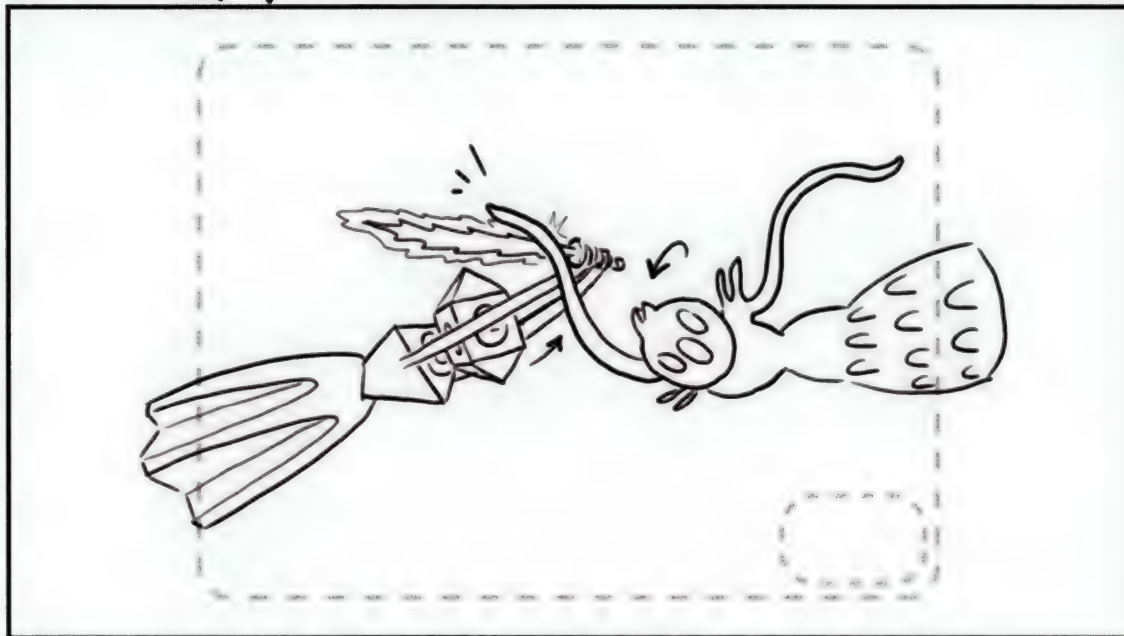
Page 313
3/3A NEXT
day night

Sc. 148 **CONT**

Pnl. B

Bg.

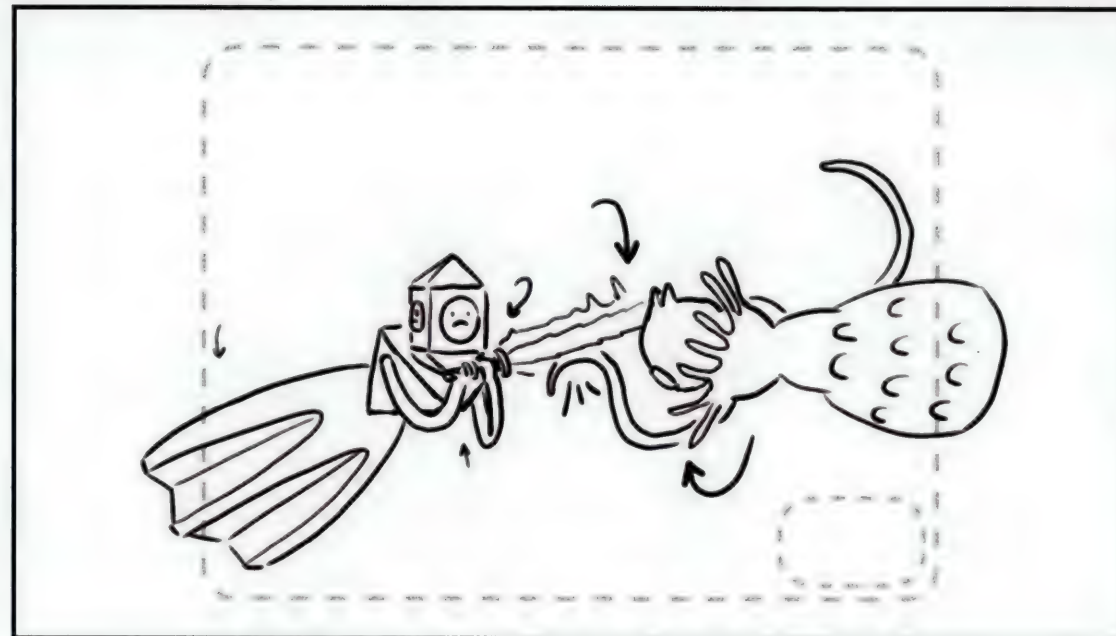
day night



Sc. 148 **CONT**

Pnl. C

Bg.



Dialog:

GE:(OS) of Grob Gob Glob Grod

Action:

Timing:

OCT 09 2014

EPISODE # 1025-198

1025/198

Production:

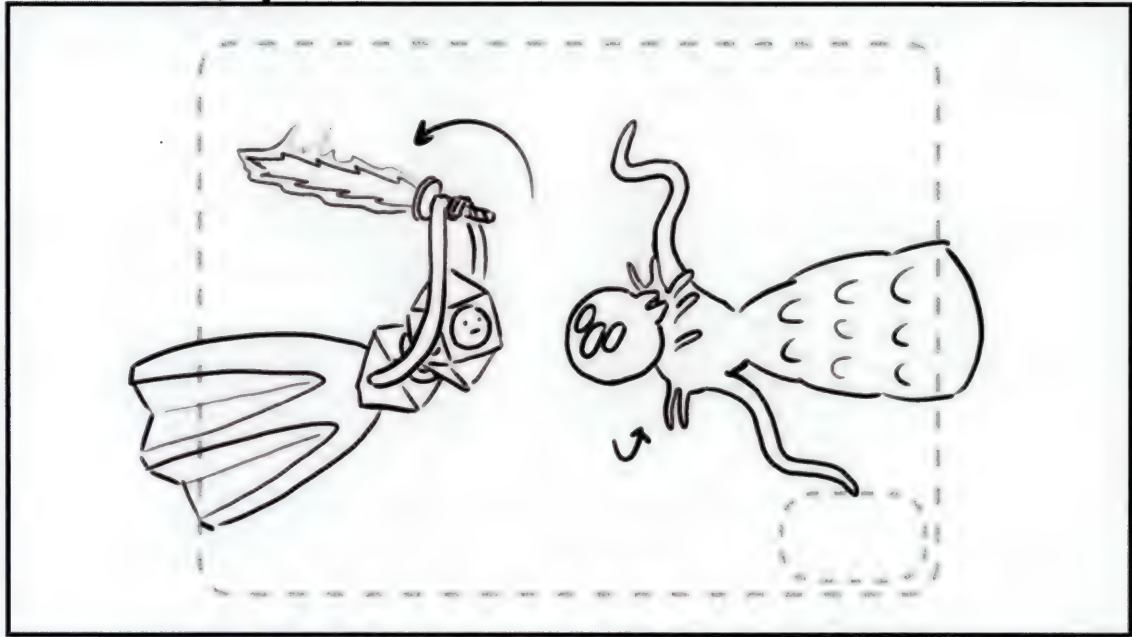
1025/198

1025/198

ADVENTURE TIME



Sc. 148 *CONT* Pnl. D Bg. day night



Dialog:	
Action:	GGGG strikes Orgalorg with flame sword
Timing:	OCT 09 2014

Page 313A
3/3B NEXT
day night

Sc. 148 *CONT* Pnl. E Bg. day night



EPISODE # 1025-198

Production:

1025/198

1025/198

Bg.

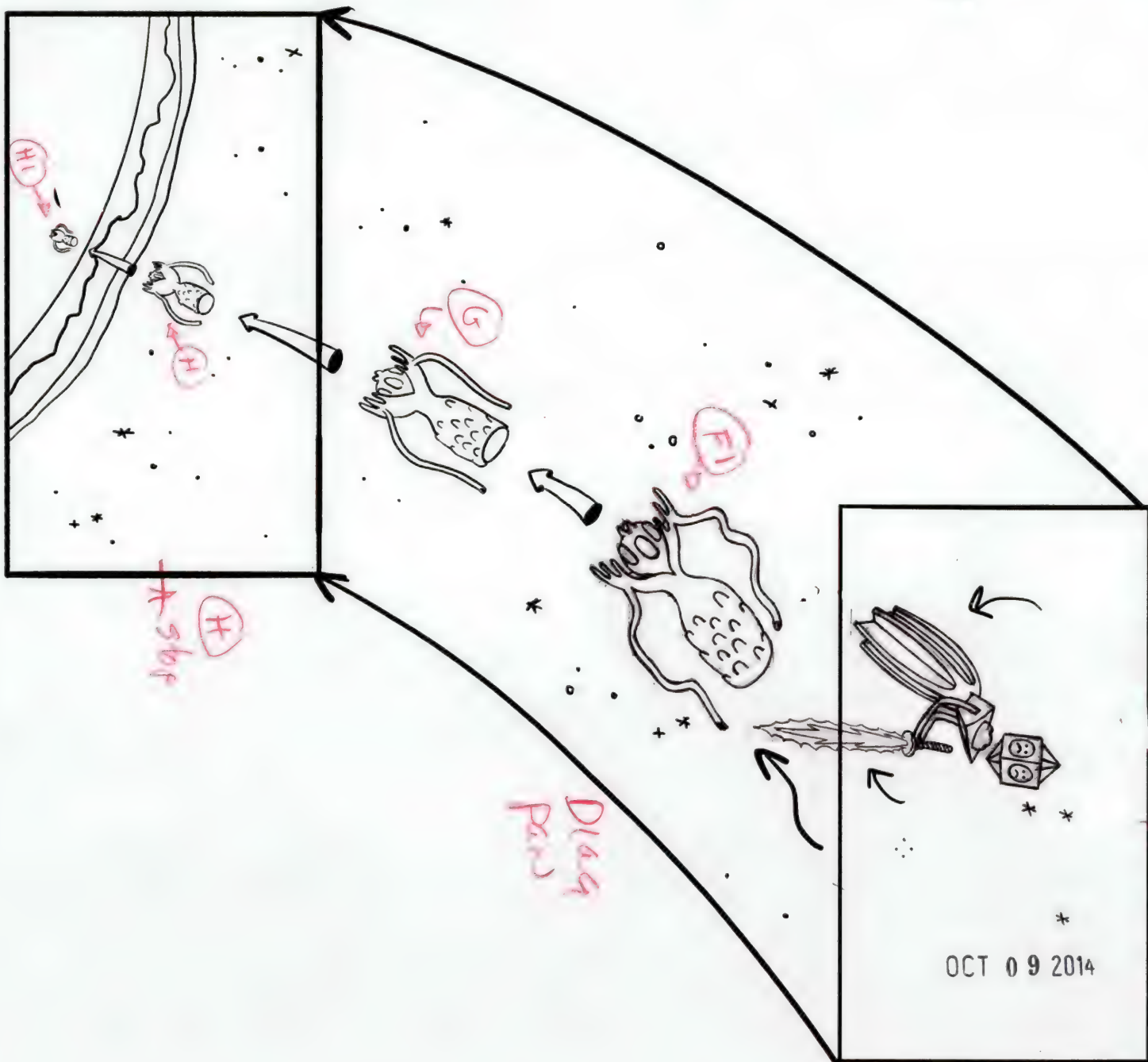
Cut

861 / 9201

Sc 148 cont F s/r (E) FIELD

OCT 09 2014

1025/108



Diag
Pers

H sbp

GE: (OS) orgalorg was banished to an inhospitable planet where he would forget everything.

Dialog:

Action:

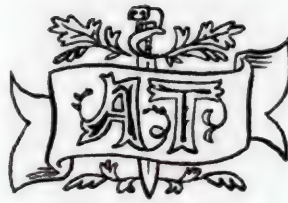
Timing:

148 cont
pnl F

1025/198

1025/198

ADVENTURE TIME



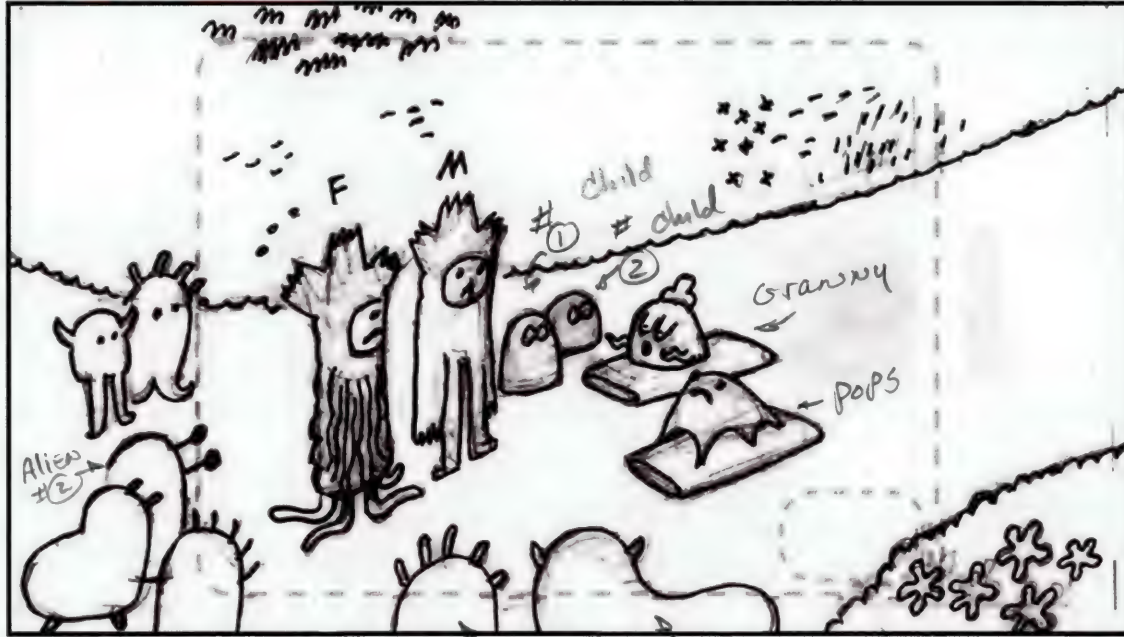
Page 314

Sc. 149

Pnl. A

Bg.

day night



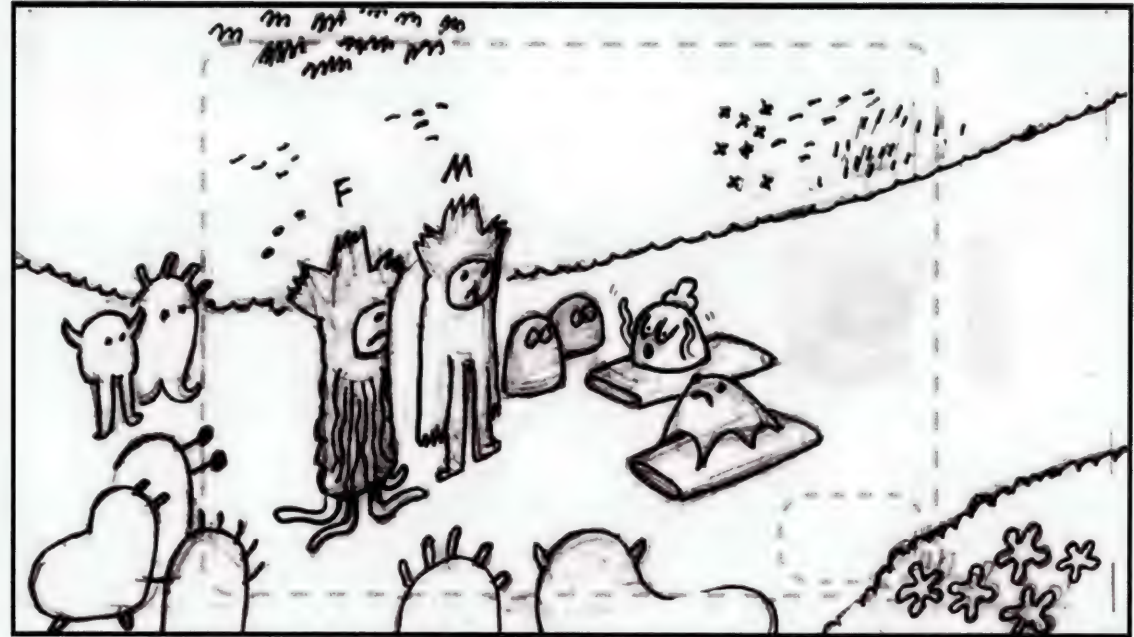
Sc. 149

CONT

Pnl. B

Bg.

day night



Dialog:

Alien #1

mess

GE: yea, even forget his identity and from whence he came

Action:

OCT 09 2014

Timing:

EPISODE # 1025-198

Production:

1025/198

1025/198

Ho
Cut

ADVENTURE TIME



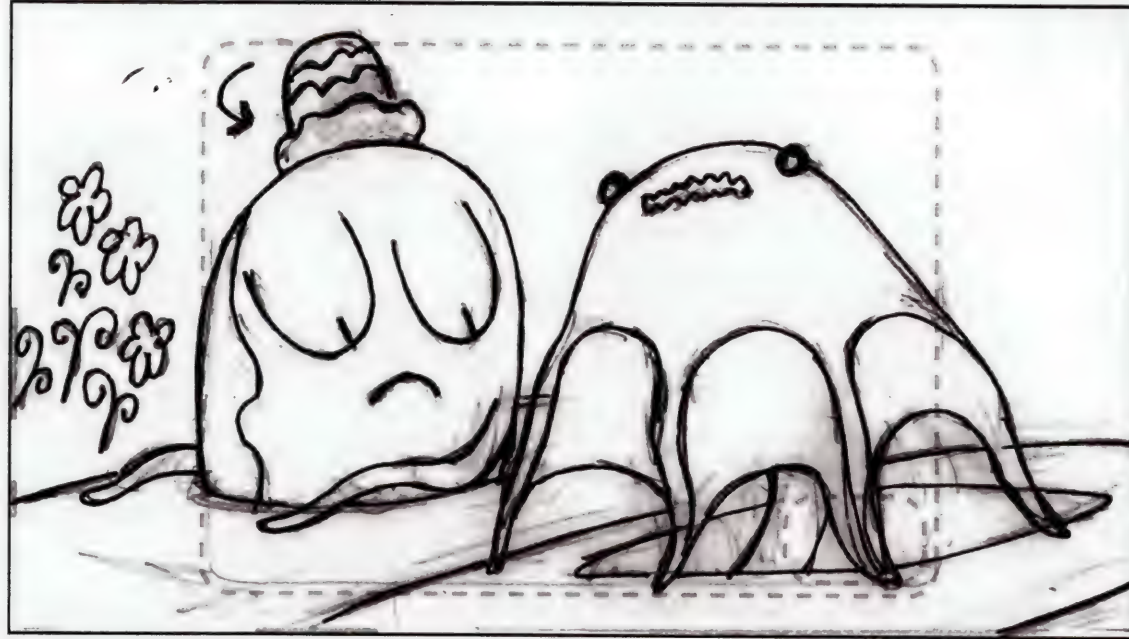
Page 315

Sc. 150

Pnl. A

Bg.

day night



Sc. 151

Pnl. A

Bg.

day night



Dialog:

POPS: *clears throat*
AND THE PROPHETS SAY
THAT THE GRAVITY
OF THE PLANET ...

POPS: (o/s)

... DID CRUSH AND COMPRESS--

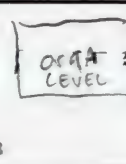
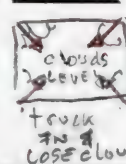
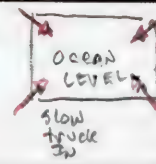
Action:

Timing:



- CLOUDS PART SLOWLY/
CONTINUOUSLY THROUGH
SC.

Multi-plane
Set-up



1025-198

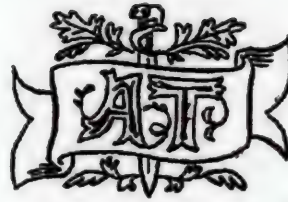
EPISODE #

1025/198

Production :

1025/198

ADVENTURE TIME



Page 316

Sc. 151 *cont* Pnl. B

Bg.

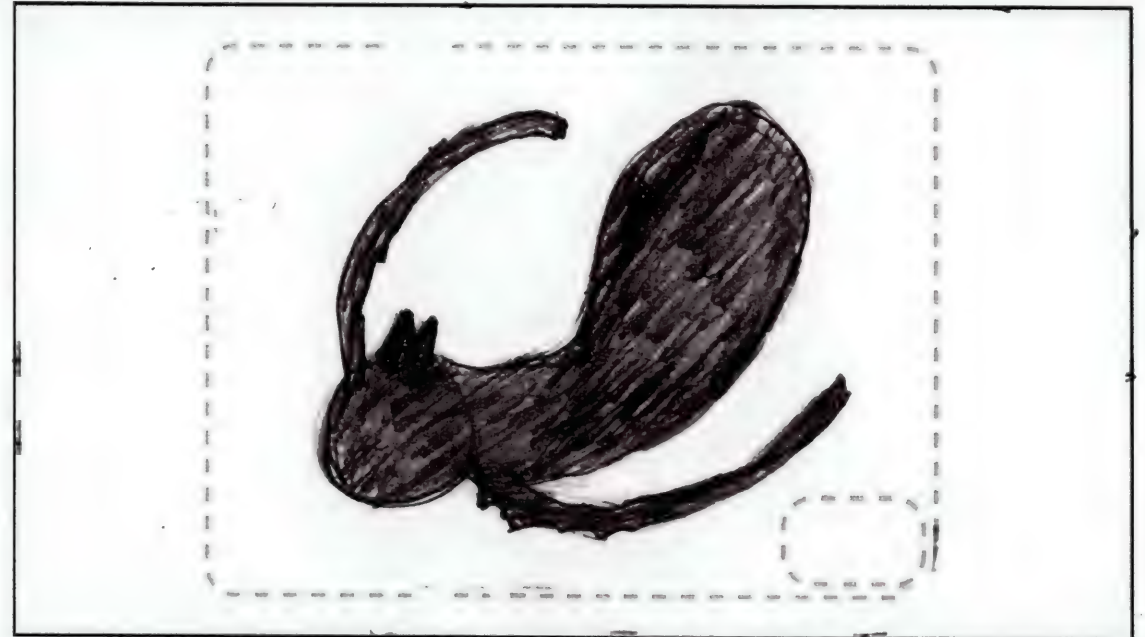
day night



Sc. 151 *cont* Pnl. C

Bg.

day night



Dialog:

POPS: ^(o/s) ... ORGALORG --

POPS: ^(o/s) ... INTO A MORE
POWERLESS --

Action:

OCT 09 2014

Timing:

1025/198

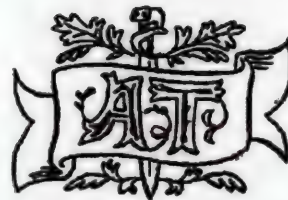
EPISODE #

1025-198

1025/198

Production :

ADVENTURE TIME



Page **317**

Sc. 151 *cont* Pnl. D

Bg.

day night



Sc. 151 *cont* Pnl. E

Bg.

day night



Dialog:

Pops: (o/s) -- AND CUDDLESOME FORM.

Pops: (OS) wooooooo....

Action:

*slowly Rack Focus on clouds
w/ truck in case*

Timing:

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1025-198

1025/198

1025/198

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ADVENTURE TIME



Sc. 151 *cont* Pnl. F

Bg.

day night



Sc. 151 *cont* Pnl. G

Bg.



Page 318
318A next
day night

Dialog:

GRANNY: BUT NOW HE'S BACK
ELDER AND WHO'S FAULT IS
(O.S.) THAT?

Action:

POV: LOOKING DOWN, THROUGH THE CLOUDS,
AT THE OCEAN.

OCT 09 2014

Timing:

1025-198

EPISODE #

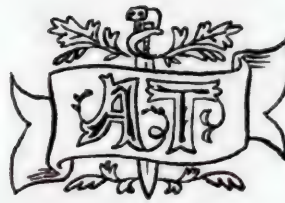
1025/198

Production :

1025/198

1025/198

ADVENTURE TIME



Cut

Page 318A
319 NEXT
day night

Sc. 151A

Pnl. A

Bg.

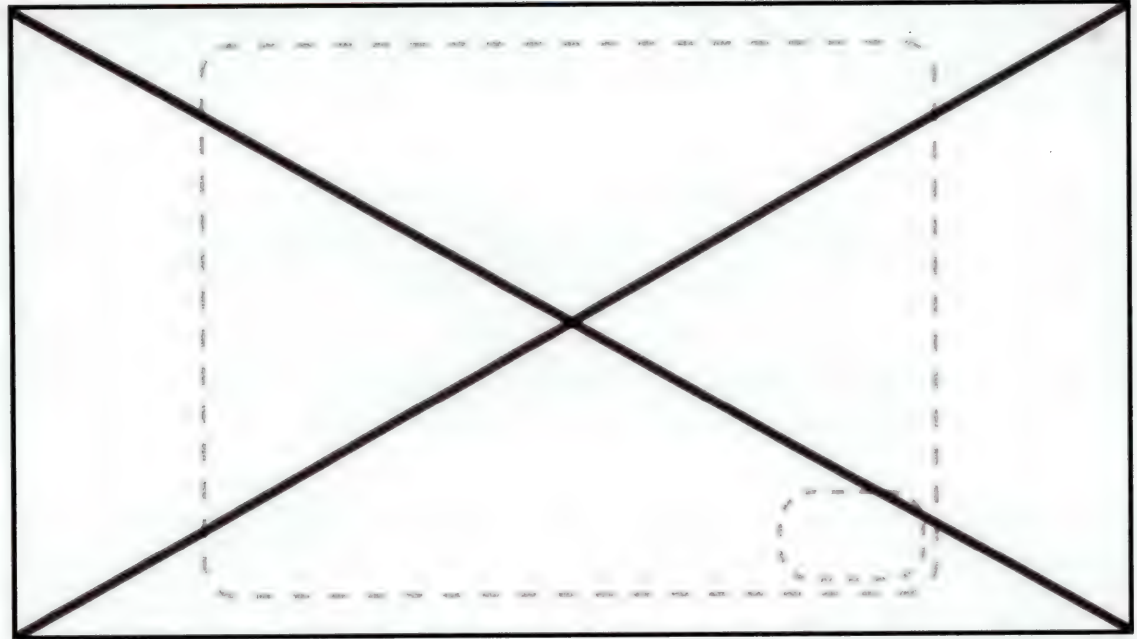
day night



Sc.

Pnl.

Bg.



Dialog:

PE: make outs.

Action:

OCT 09 2014

Timing:

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Production:

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1025/198



ADVENTURE TIME

Page 319

Sc. 152

Pnl. A

Bg.

day night



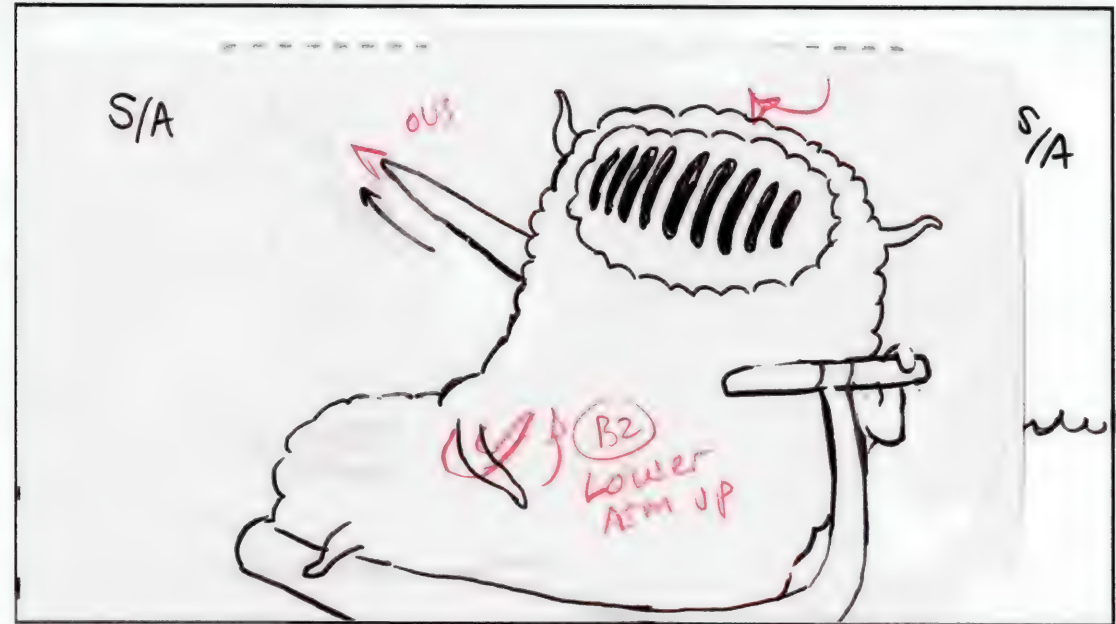
Sc. 152

CONT

Pnl. B

Bg.

day night



Dialog:

MESSENGER: BEHOLD!

MESSENGER: IT IS HE!
IT IS HE!

Action:

- MESSENGER POINTS UPWARD.

Timing:

OCT 09 2014



Production :

EPISODE #

1025-198

1025/198

1025/198

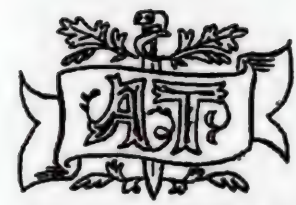
cut

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1025/198

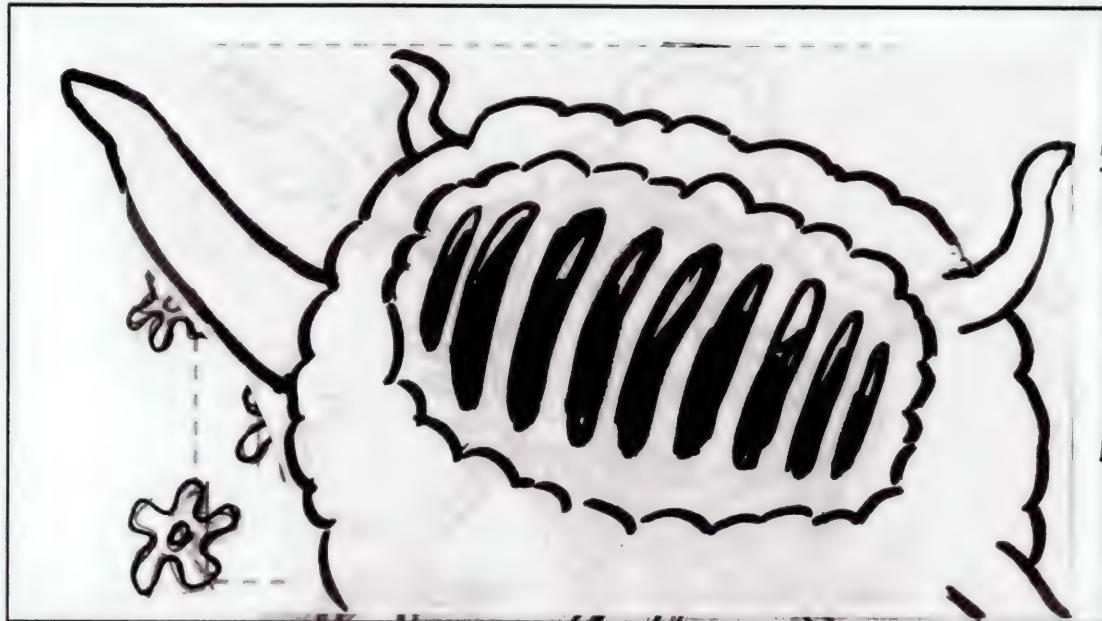
HO
Curt

ADVENTURE TIME

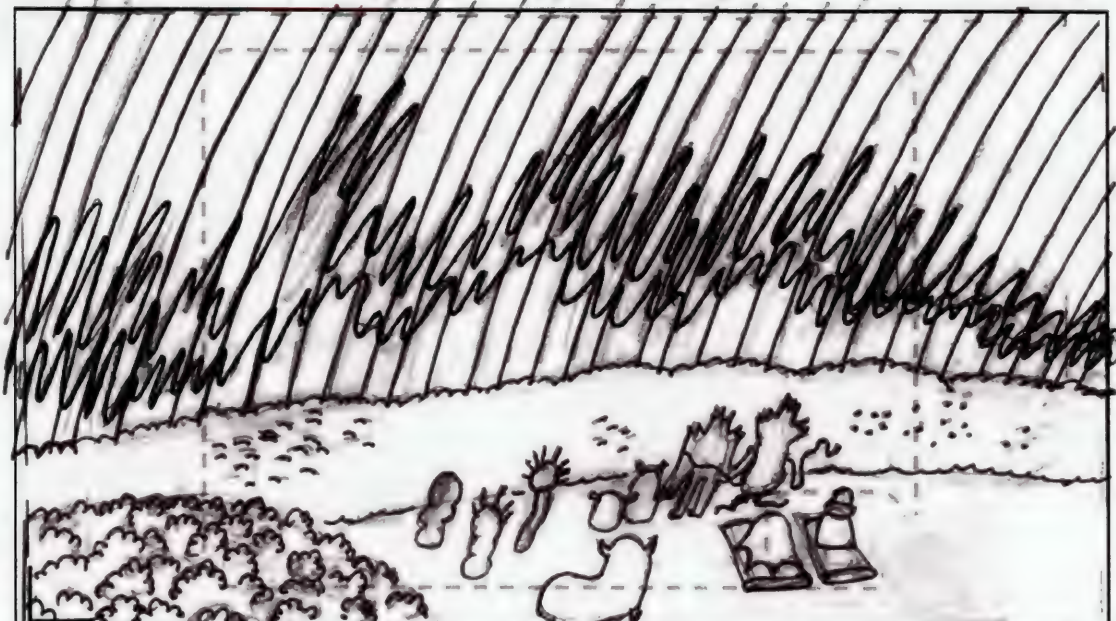


HO
Curt

Sc. 153 Pnl. A Bg. day night



Sc. 154 Pnl. A Bg. day night



Dialog:	
<u>M</u> :	ORGALORG REACHES OUT FROM THE VOID!
Action:	
	CROWD SEES ENERGY WAVES IN THE SKY OUTSIDE THE GREENHOUSE BUILDING.
Timing:	
	OCT 09 2014

Production :

EPISODE #

1025-198

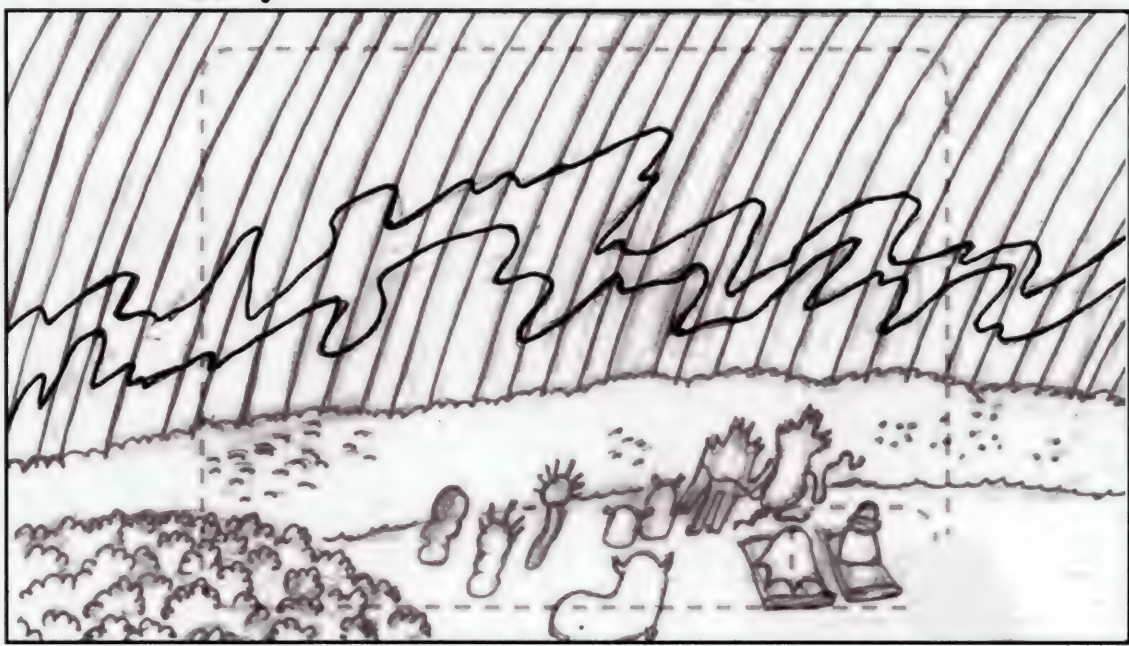
1025/198

1025/198

ADVENTURE TIME



Sc. 154 *cont* Pnl. B Bg. day night



Sc. 154 *cont* Pnl. C Bg. day night



Dialog:
Action:
Timing:

OCT 09 2014

EPISODE # 1025-198

Production:

1025/198

1025/198

1025/198

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ADVENTURE TIME

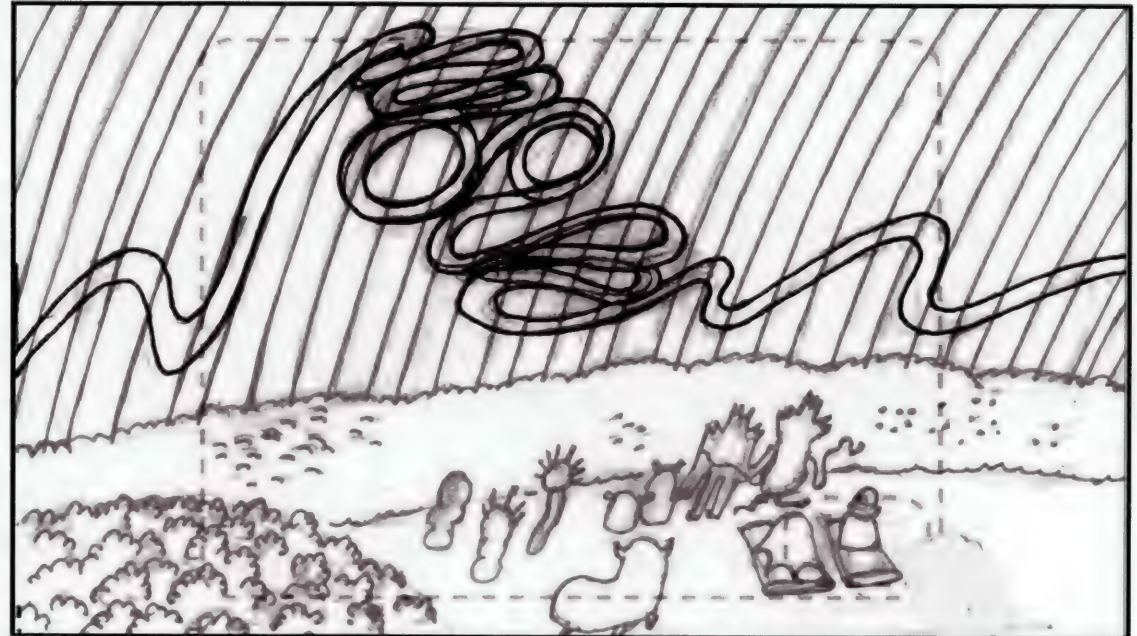


Page 322

Sc. 154 *CONT* Pnl. D Bg. day night



Sc. 154 *CONT* Pnl. E Bg. day night



Dialog:

Action:

Timing:

OCT 09 2014

EPISODE # 1025-198

Production:

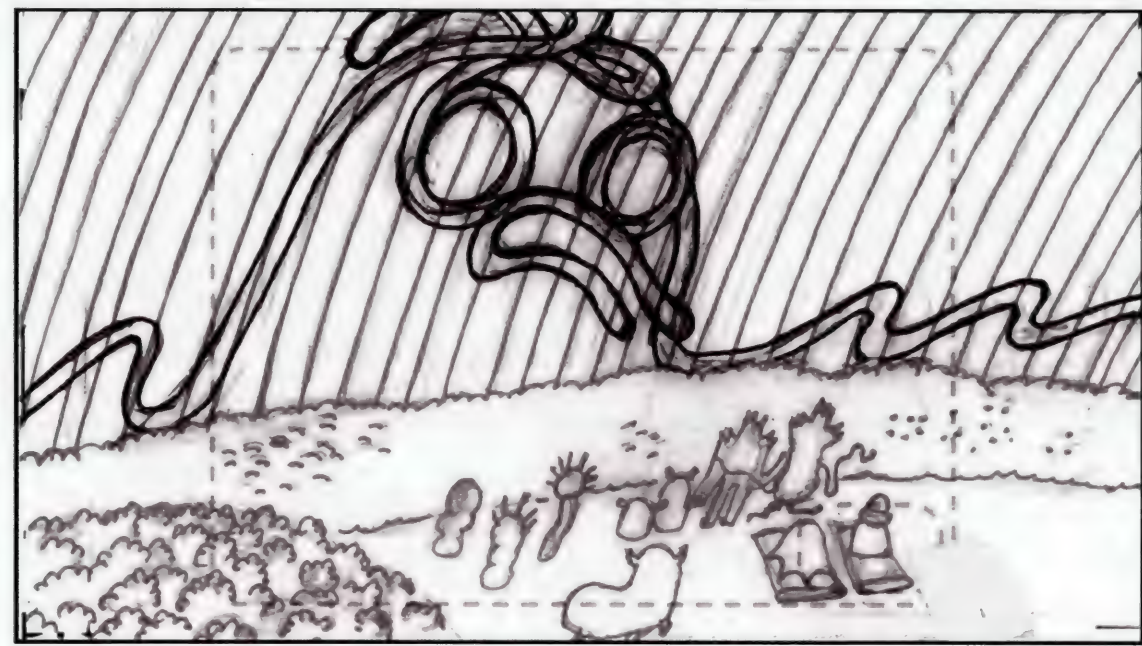
1025/198

1025/198

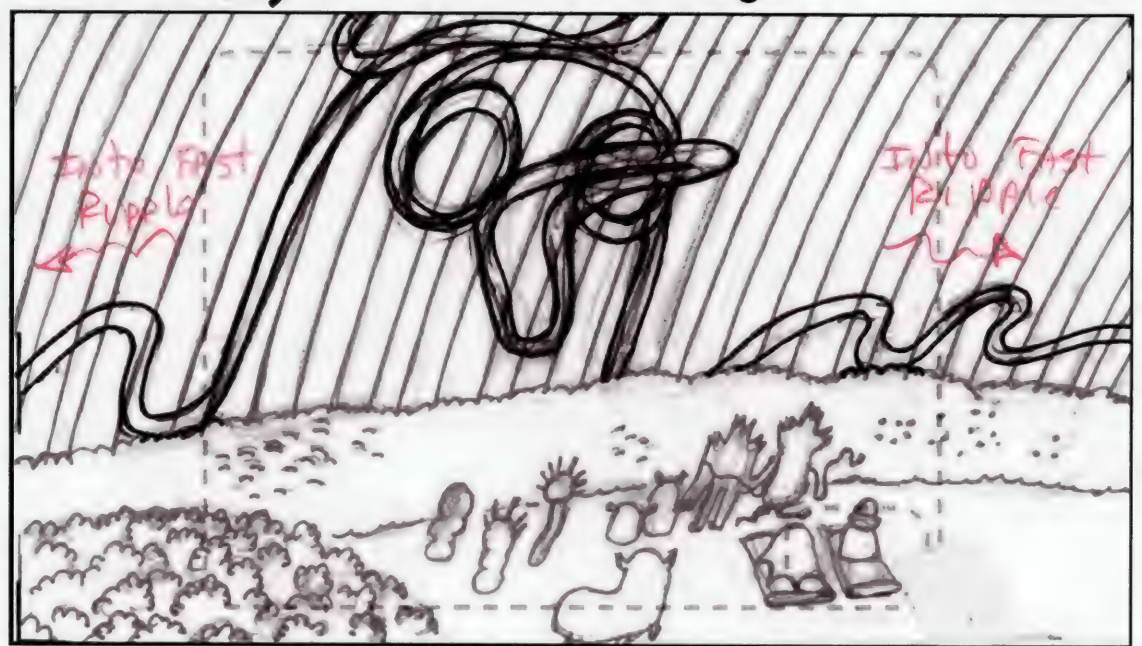
ADVENTURE TIME



Sc. 154 *CONT* Pnl. F Bg. day night



Sc. 154 *CONT* Pnl. G Bg. day night



Dialog:	Gunther: Wenk!!!
Action:	OCT 09 2014
Timing:	

EPISODE # 1025-198

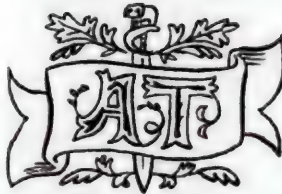
Production:

1025/198

1025/198

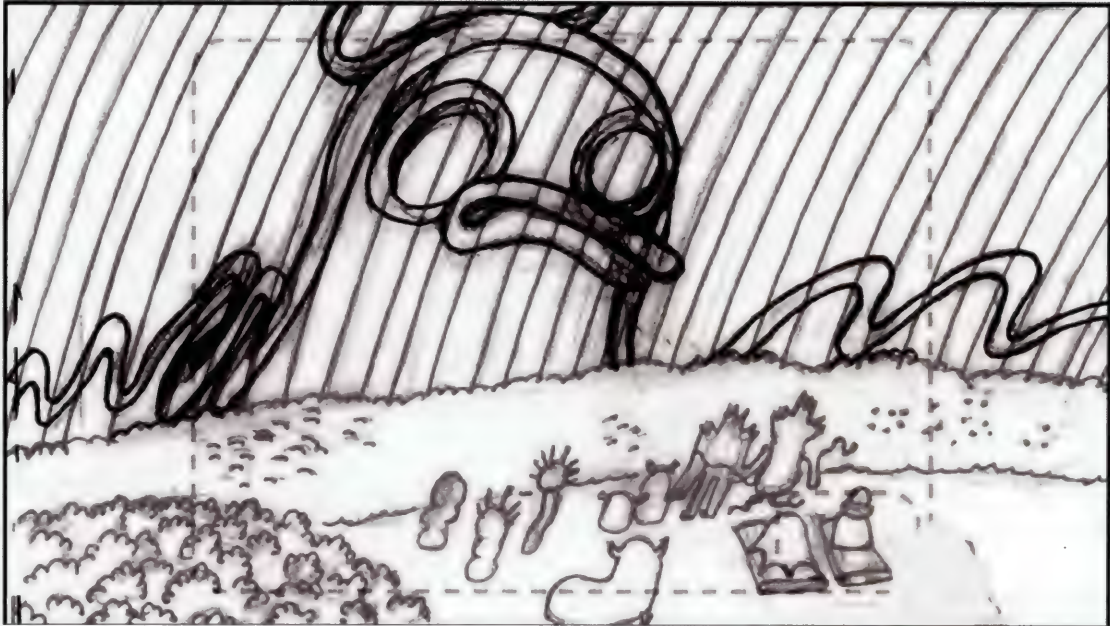
1025/198

ADVENTURE TIME

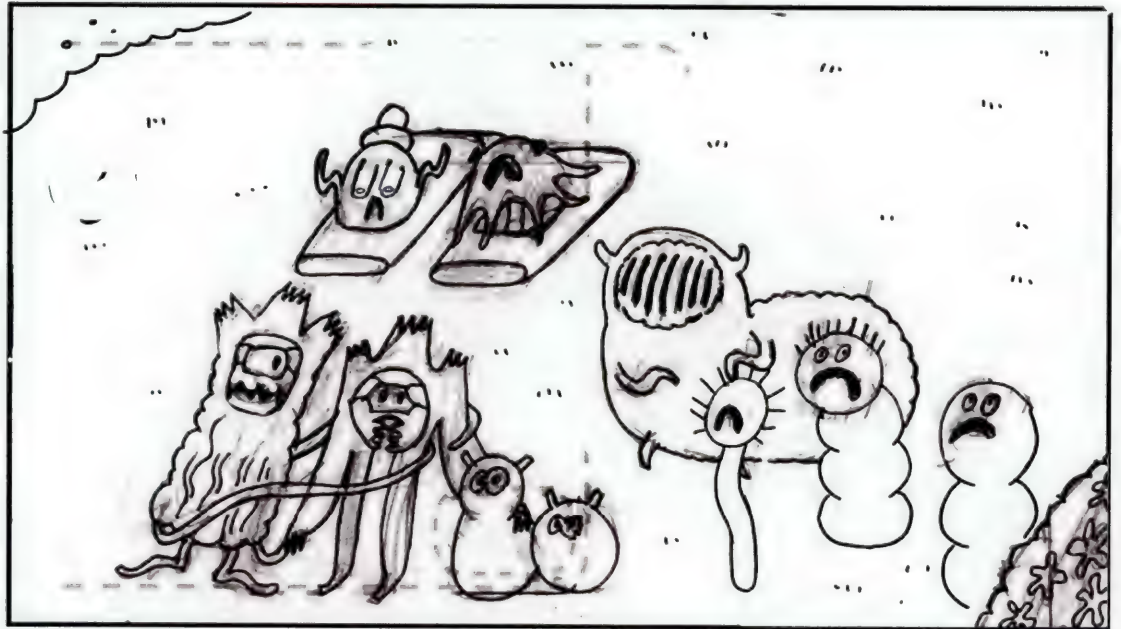


Ho
Cut

Sc. 154 *cont* Pnl. H Bg. day night



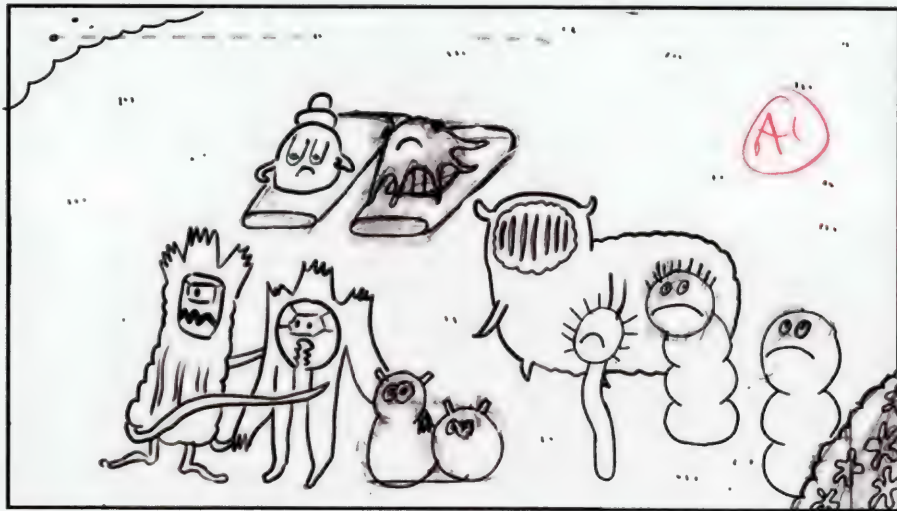
Sc. 155 Pnl. A Bg. day night



Dialog:

Action:

Timing:



Aliens: SCREAM!!

OCT 09 2014

X-Disc to (C)
Panel
DX (B) Panel
Dissolve
on
During
X-Disc (A) to (C)

EPISODE # 1025-198

Production:

1025/198

1025/198

1025/198

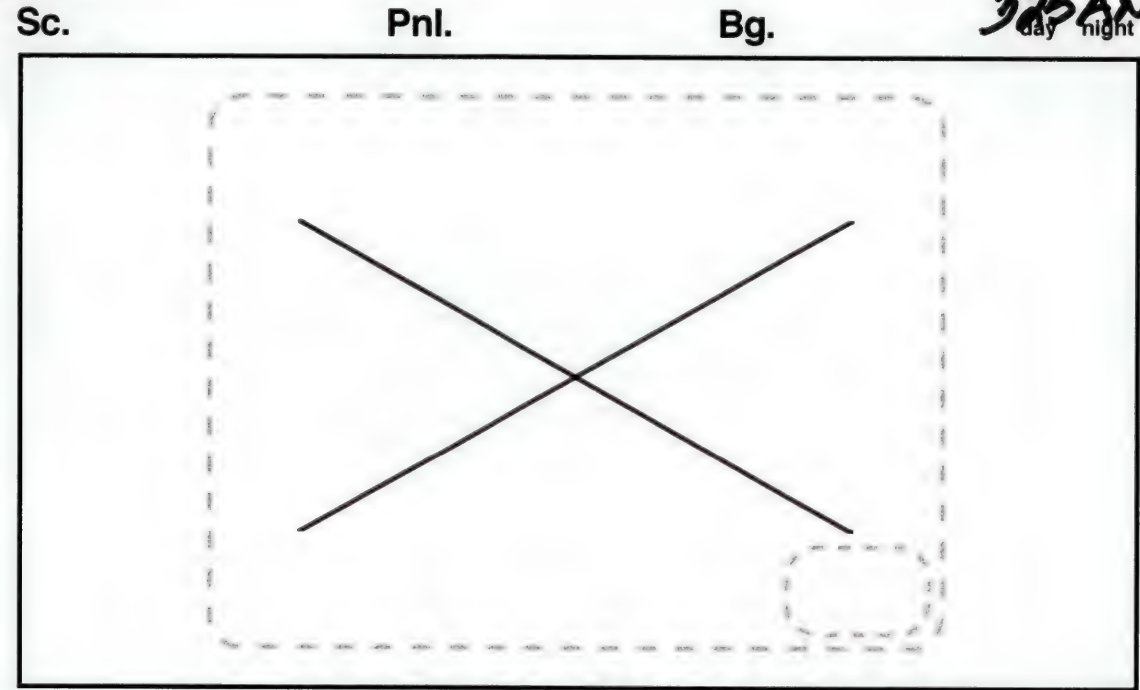
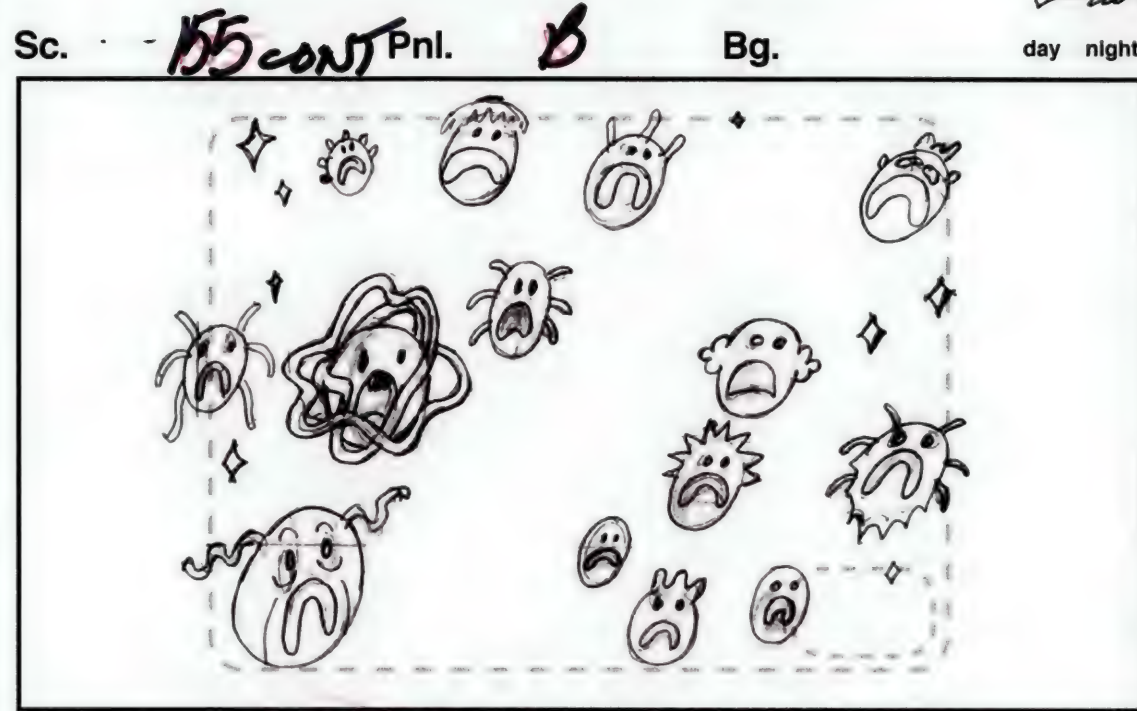
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1025/198

ADVENTURE TIME



Page 325
3:25 AM
day night



Dialog: **Info 151-pac**
Set up w/-
X-DISS'S
citizens: AAAAAAGGGGGG!!!!
X-DISS ON
CITIZEN HANDS ON

Action:

NOTE: SC 156 PNL A (CITIZENS' HEADS) is an OVERLAY that goes over sc.156-159A

Timing:

citizen
HEADS
OL
(B)

touchout
BG
panel
(C)

OCT 09 2014

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Production:

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1025/198

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1025/198

ADVENTURE TIME



NO SC 156

Cut w/ x DISS

Page 325A

326 NEW Cut w/ x DISS

Sc.

155 cont

Pnl.

C

Bg.

day night

Sc.

157

Pnl. A

Bg.



\$ stop

truck out



start

\$ stop

Dialog:

citizens: AAAAAAGGGGGG!!!!

CROSS
DISSOLVE

XX

truck
out

CROSS
DISSOLVE

XX

Action:

pull out from planet,
superimposed with screaming citizens, whose
screams are coming to gunther through the energy

pull out from the planet's solar system

OCT 09 2011

Timing:

EPISODE # 1025-198

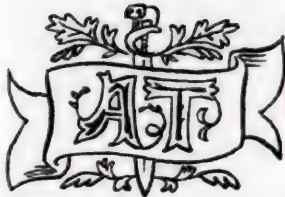
1025/198

Production:

1025/198

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ADVENTURE TIME

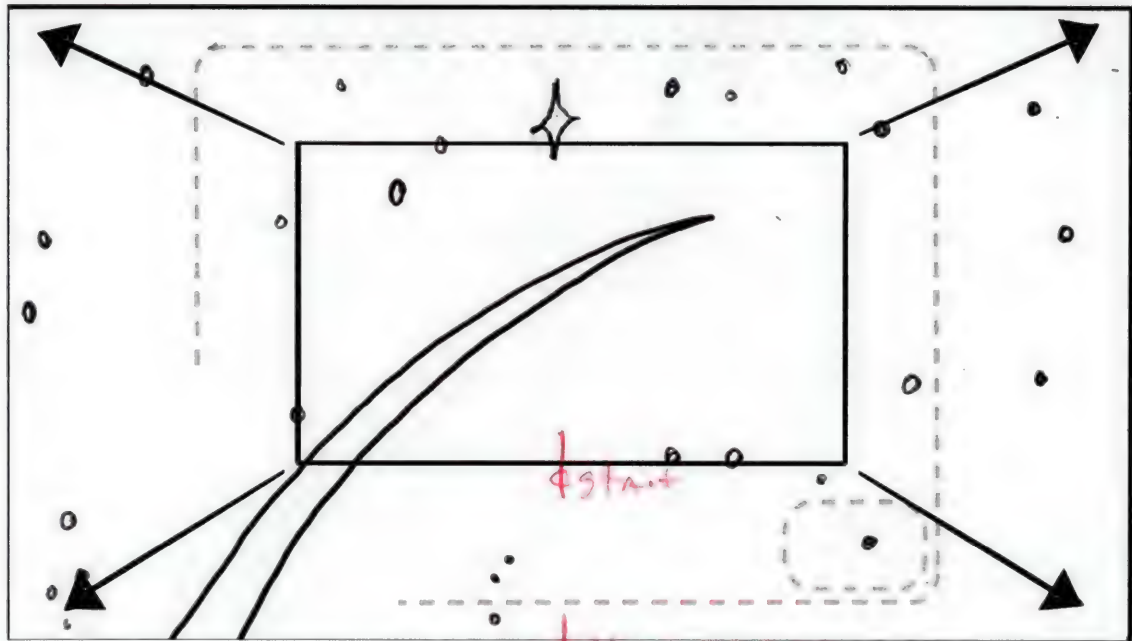


Sc. 158

Pnl. A

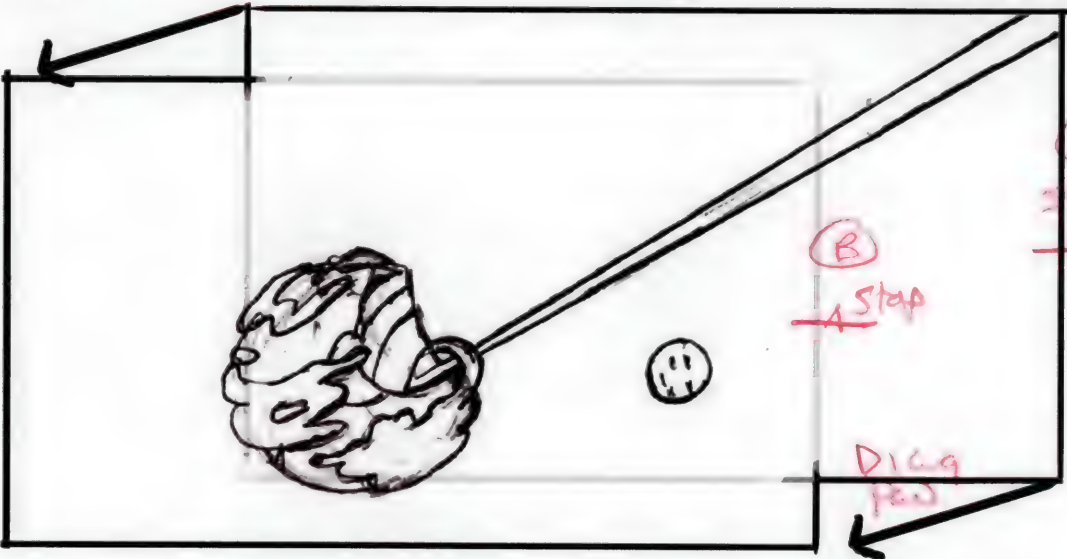
Bg.

day night



Sc. 159

Bg.



Page 326
326
day night

Dialog:

~~XX~~ Diss

citizens: AAAAAAGGGGGG!!!!

CROSS
DISSOLVE

~~XX~~

Action:

Following the beam of energy

OCT 09 2011

Timing:

EPISODE # 1025-198

Production:

1025/198

1025/198

1025/198

1025/198

ADVENTURE TIME



Sc. 159A

Bg.

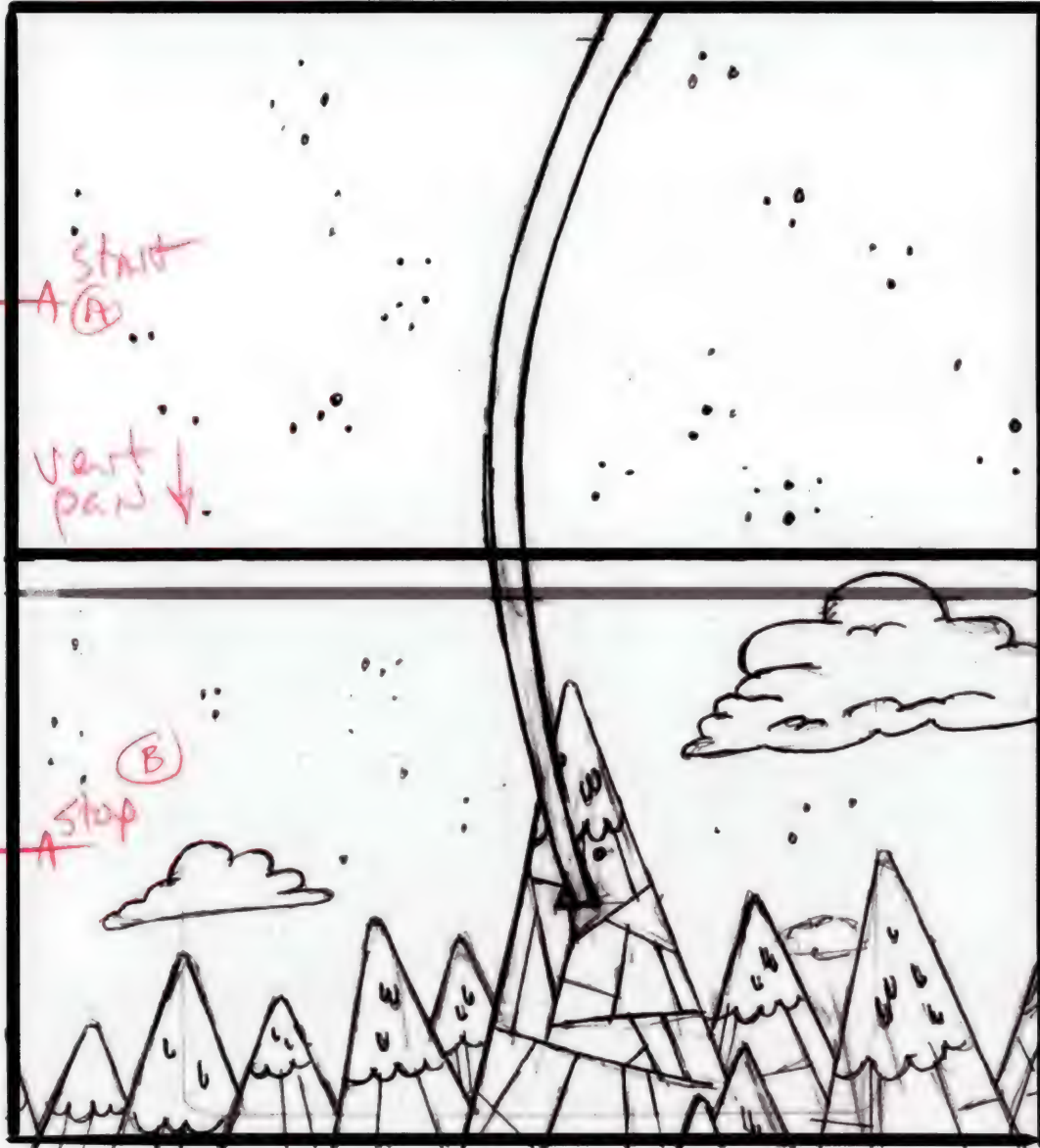
day night

Sc.

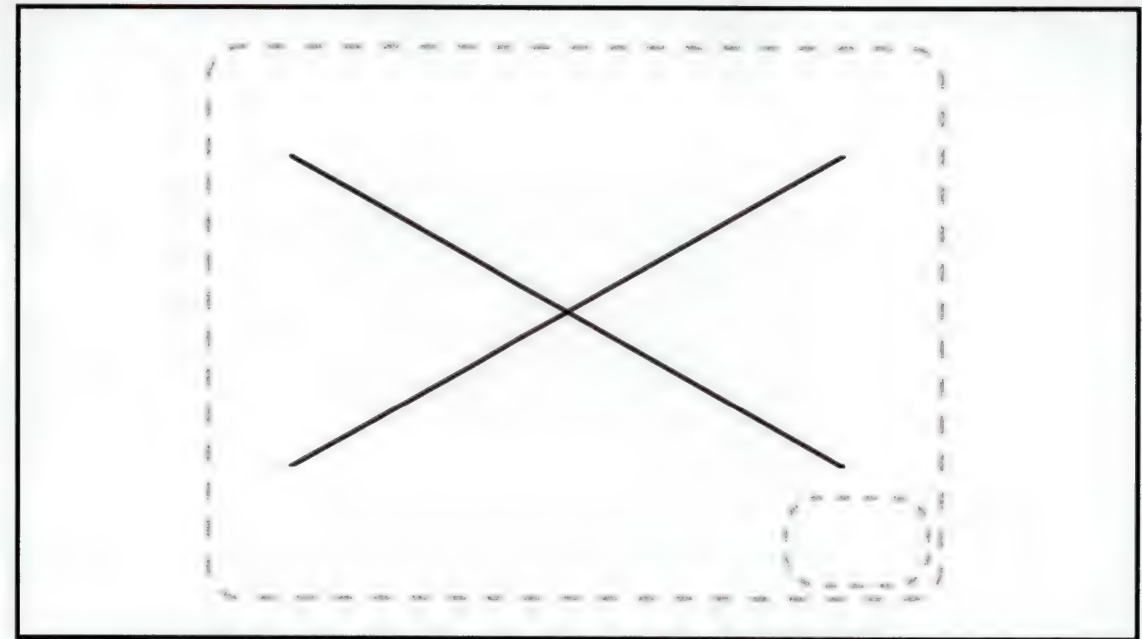
Pnl.

Bg.

Page 326A
day night



CROSS
DISSOLVE



citizens: AAAAAAGGGGGG!!!!

FOLLOWING the beam of energy into IK Mountain

OCT 09 2014

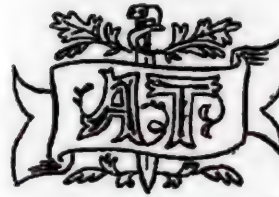
EPISODE # 1025-198

Production:

1025/198

1025/198

ADVENTURE TIME



Ho
Cut

Page 327

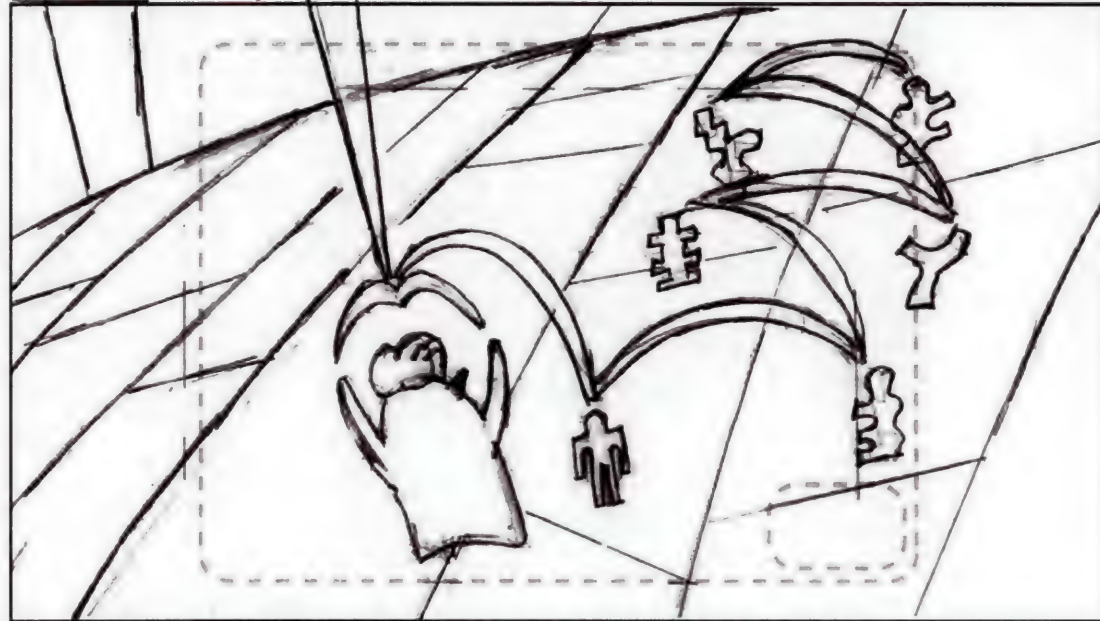
Cut

Sc. 160

Pnl. A

Bg.

day night

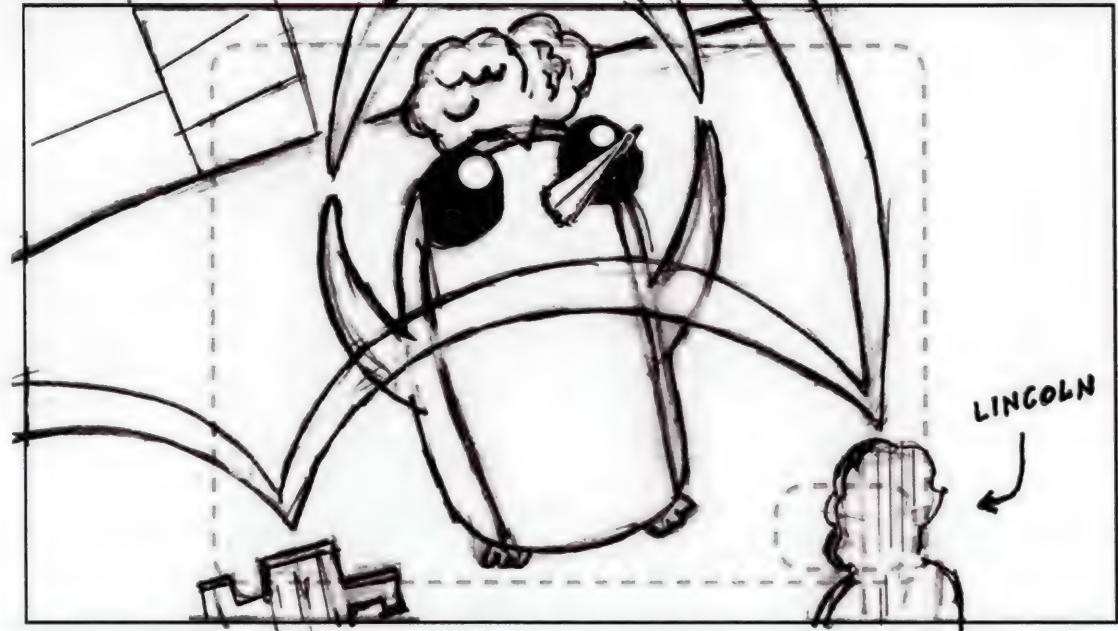


Sc. 161

Pnl. A

Bg.

day night



Dialog:

Action:

ON GUNTER WITH
ENERGY.

ON GUNTER WITH
ENERGY.

OCT 09 2014

Timing:

EPISODE # 1025-198

1025/198

Production :

1025/198

1025/198
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ADVENTURE TIME



Sc. 162

Pnl. A

Bg.

day night

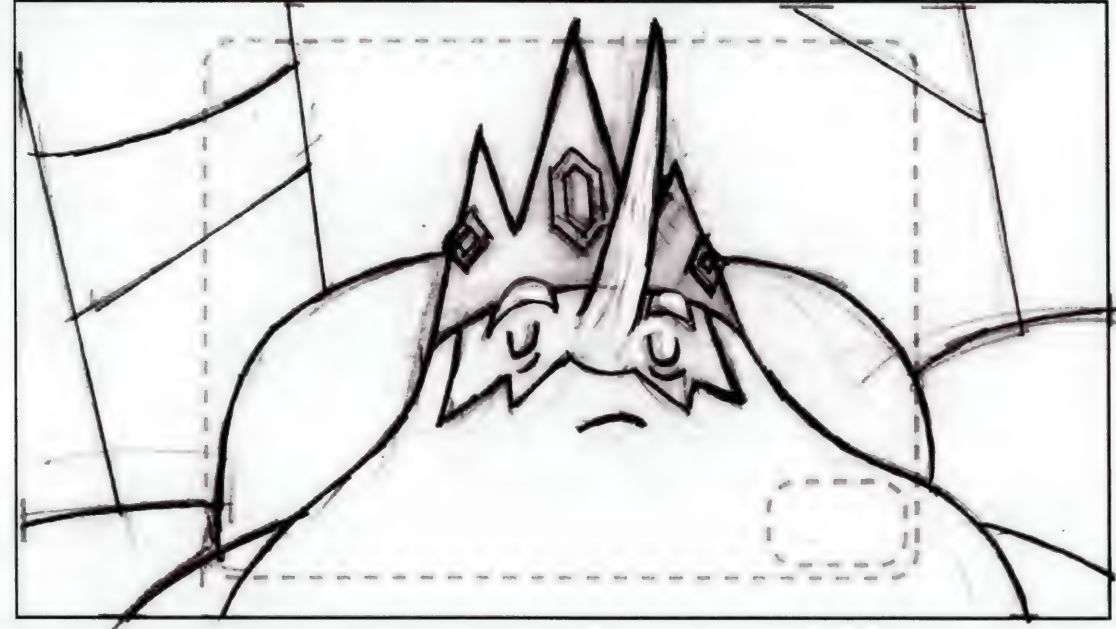


Sc. 163

Pnl. A

Bg.

day night



Dialog:

SFX: SCREEAM!

Action:

CITIZENS OF OTHER PLANET
(AS SEEN BY GUNTER). (BG is color
CARD)

ON I-K-SLEEPING.

OCT 0 9 2009

Timing:

Production :

EPISODE # 1025-198

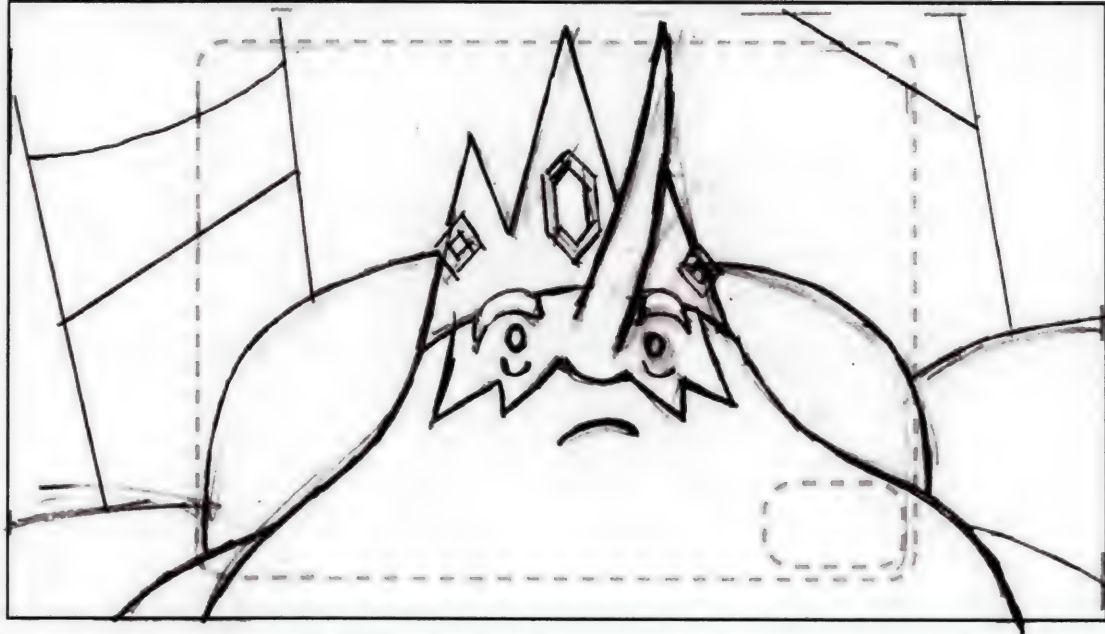
1025/198

ADVENTURE TIME

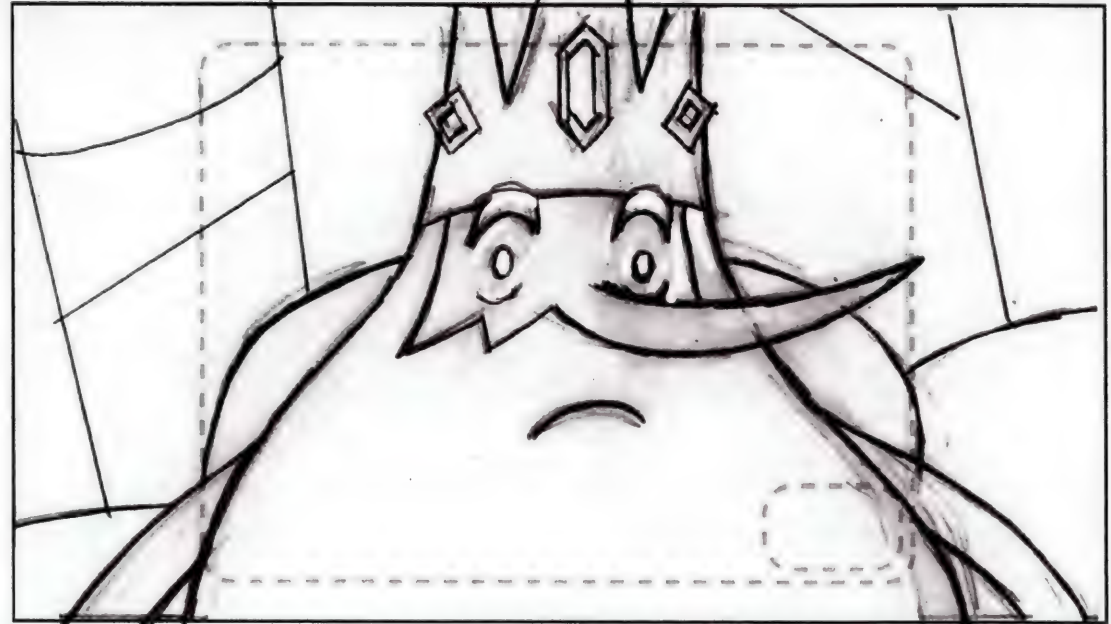


Page 329

Sc. 163 *CONT* Pnl. B Bg. day night



Sc. 163 *CONT* Pnl. C Bg. day night



Dialog:

L.K.: HM?

Action:

L.K. WAKES UP (HEARING THE SCREAMS).

L.K. SITS UP.

OCT 09 2014

Timing:

EPISODE # 1025-198

1025/198

Production :

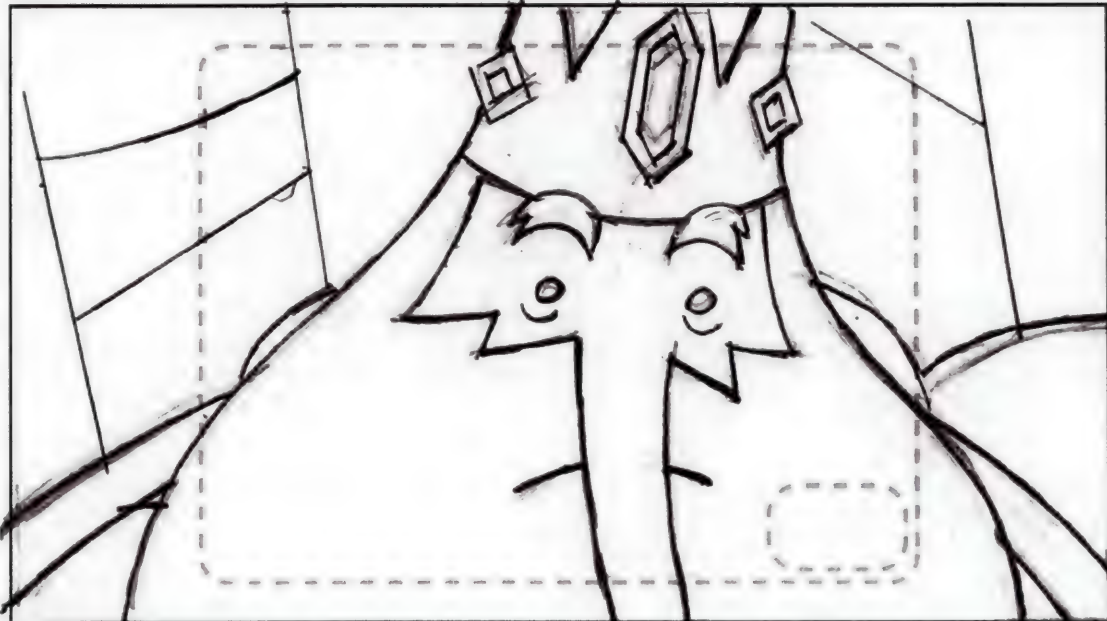
1025/198

ADVENTURE TIME

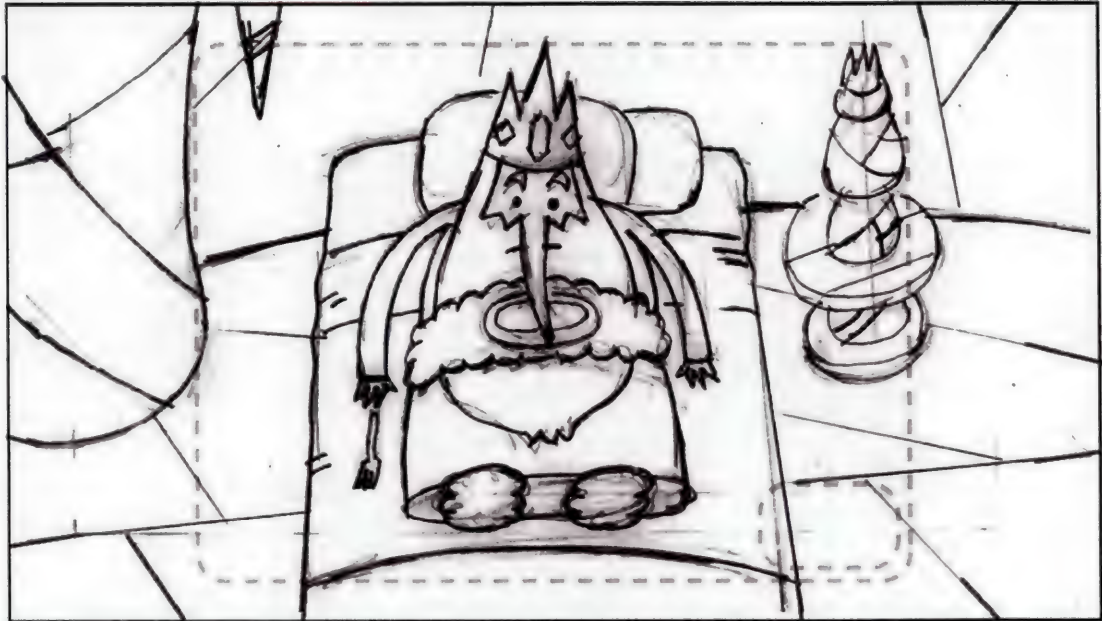


140
60+

Sc. 163 *cont* Pnl. D Bg. day night



Sc. 164 Pnl. A Bg. day night

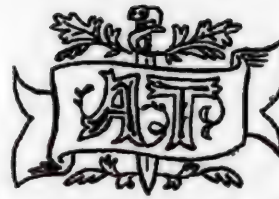


Dialog:	
Action:	I.K. LOOKS TO THE END OF THE BED. WIDER ON I-K. OCT 09 2014
Timing:	

EPISODE # 1025-198

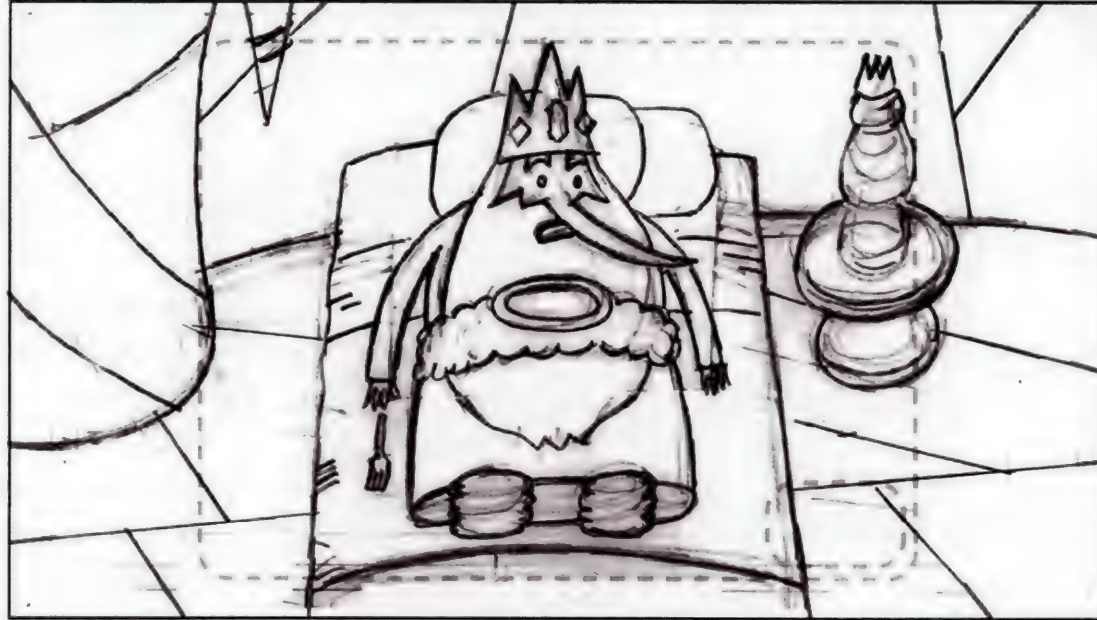
Production :

ADVENTURE TIME

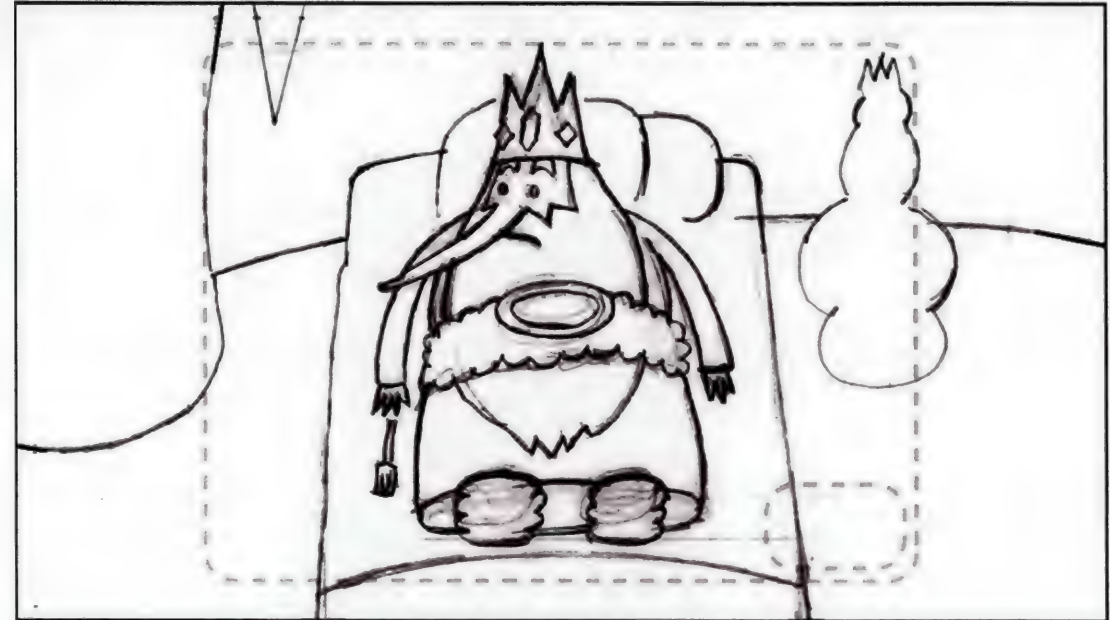


Page **331**

Sc. 164 *CONT* Pnl. B Bg. day night



Sc. 164 *CONT* Pnl. C Bg. day night



Dialog:

IK: GUNTER?...

Action:

I.K. LOOKS AROUND...

I.K. LOOKS AROUND
(LOOKS TOWARD DOOR)

OCT 09 2014

Timing:

Production :

EPISODE #

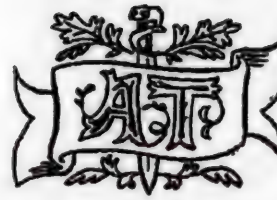
1025-198

1025/198

1025/198

1025/198

ADVENTURE TIME



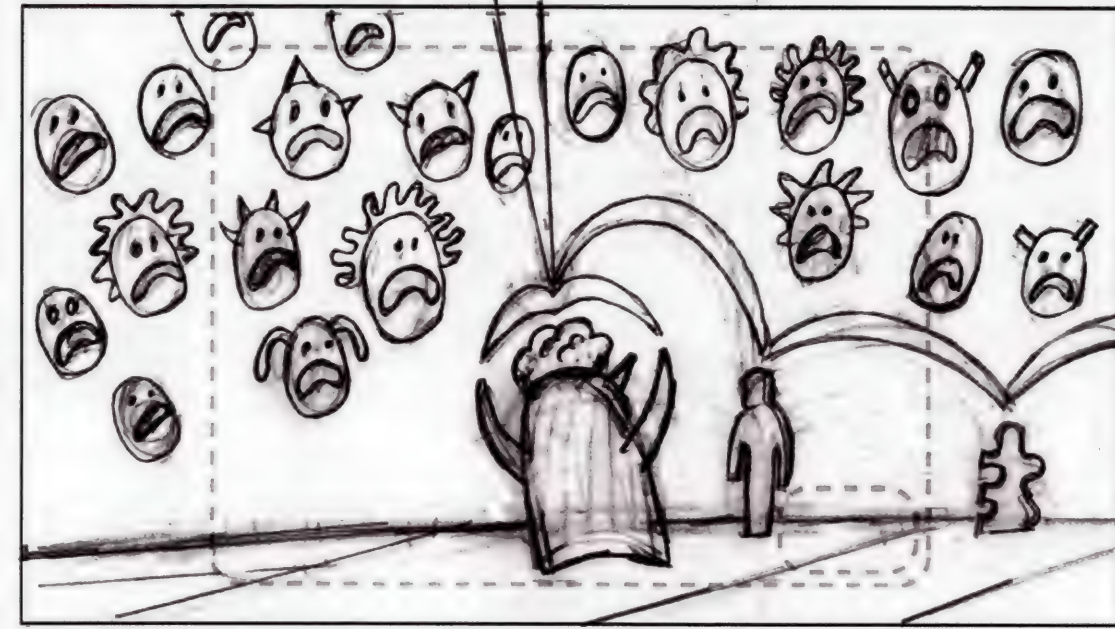
Page 332

Sc. 165

Pnl. A

Bg.

day night

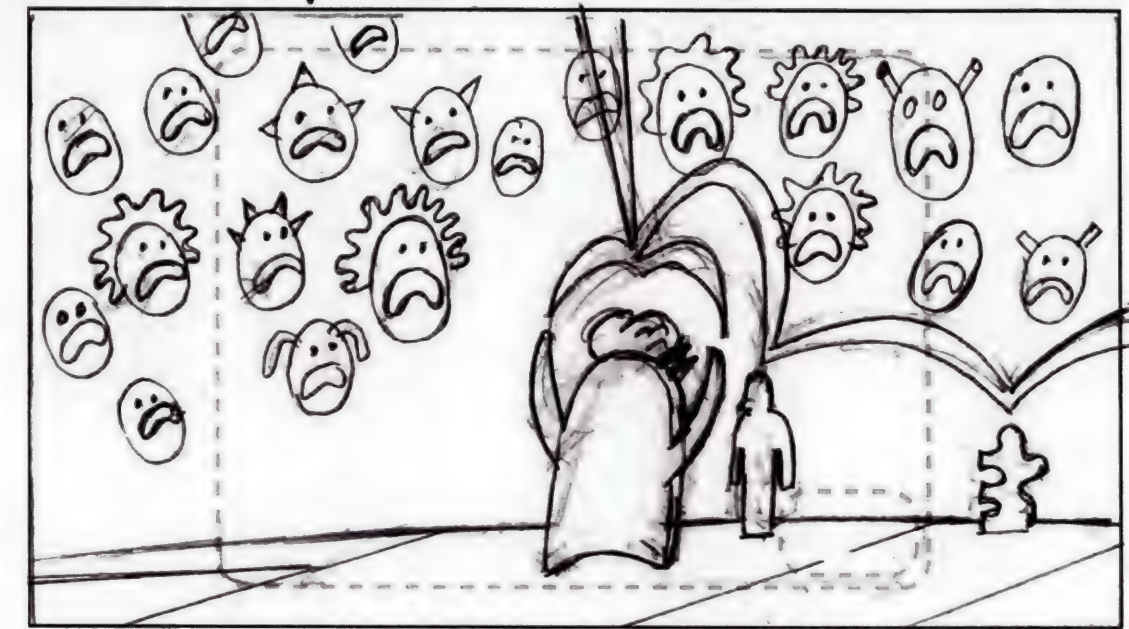


Sc. 165 *cont*

Pnl. B

Bg.

day night



Dialog:

Faces: screaming

Action:

WIDER ON GUNTER,
WITH SCREAMING FACES.

SHIFT GUNTER, LOOKING
AT HIS COMMUNICATION
DEVICE (CUTOUTS).

Timing:

OCT 09 2014

Production :

EPISODE #

1025-198

1025/198

1025/198

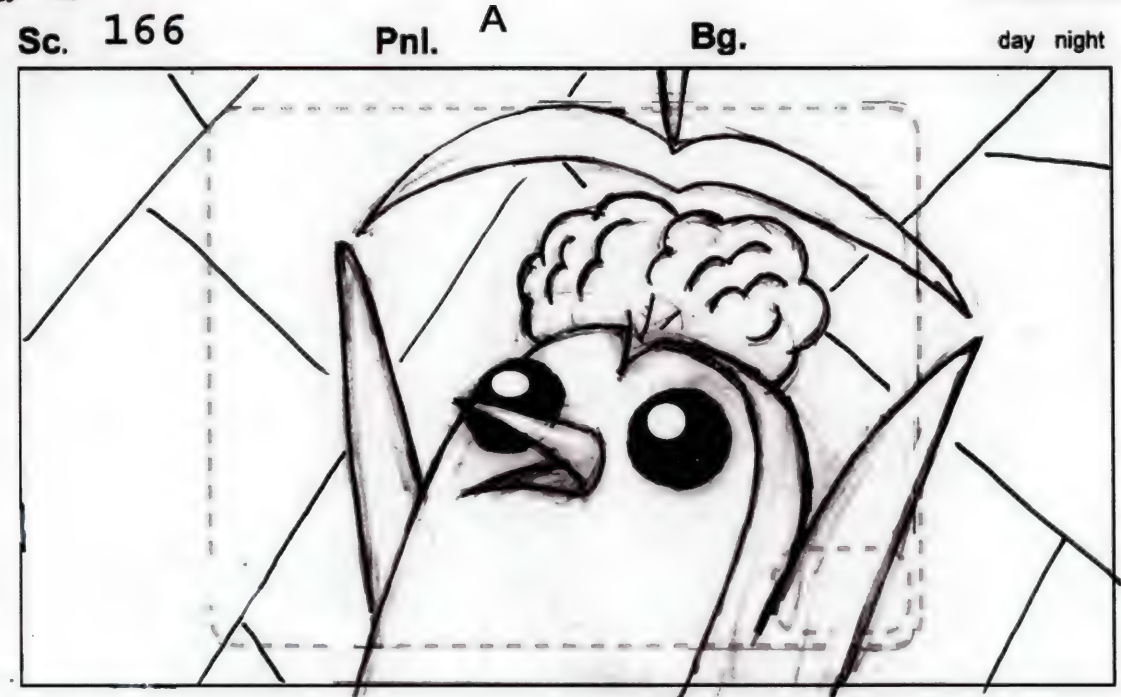
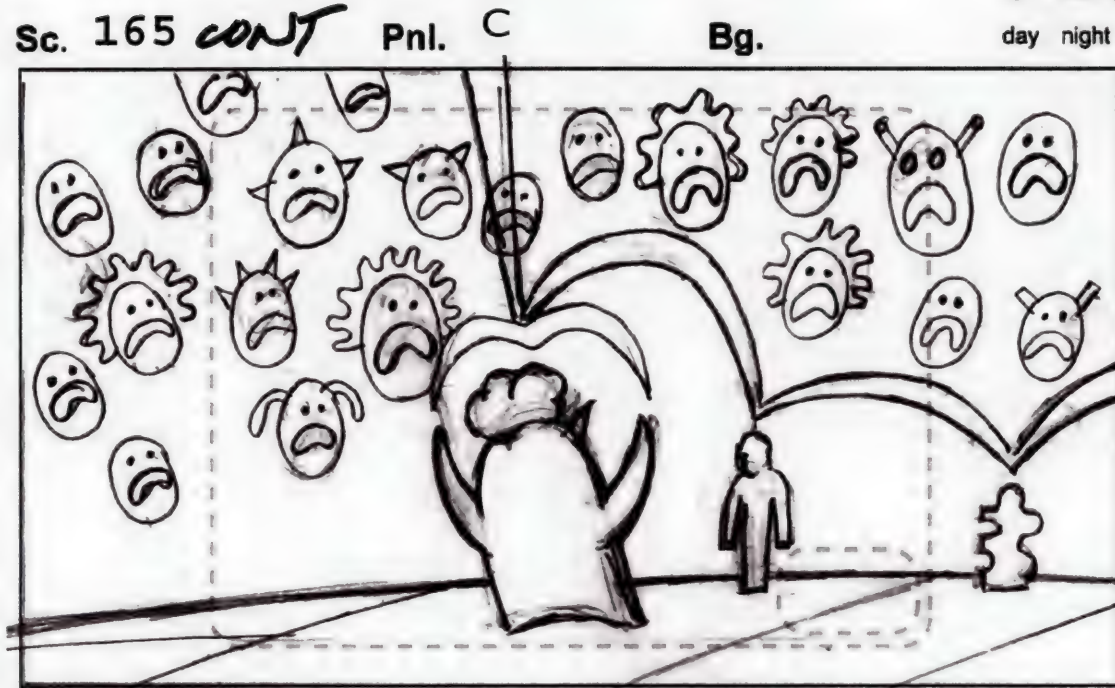
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ADVENTURE TIME



Page 333



Dialog:

G: (FREAKED OUT) WENK - WEE NK!

Action:

RECOVER GUNTER.

CLOSE ON GUNTER,
(EXHAUSTED)

OCT 09 2014

Timing:

EPISODE #

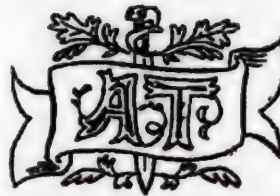
1025-198

1025/198

Production :

1025/198

ADVENTURE TIME



Page 334

Sc. 166 *CONT* Pnl. B

Bg.

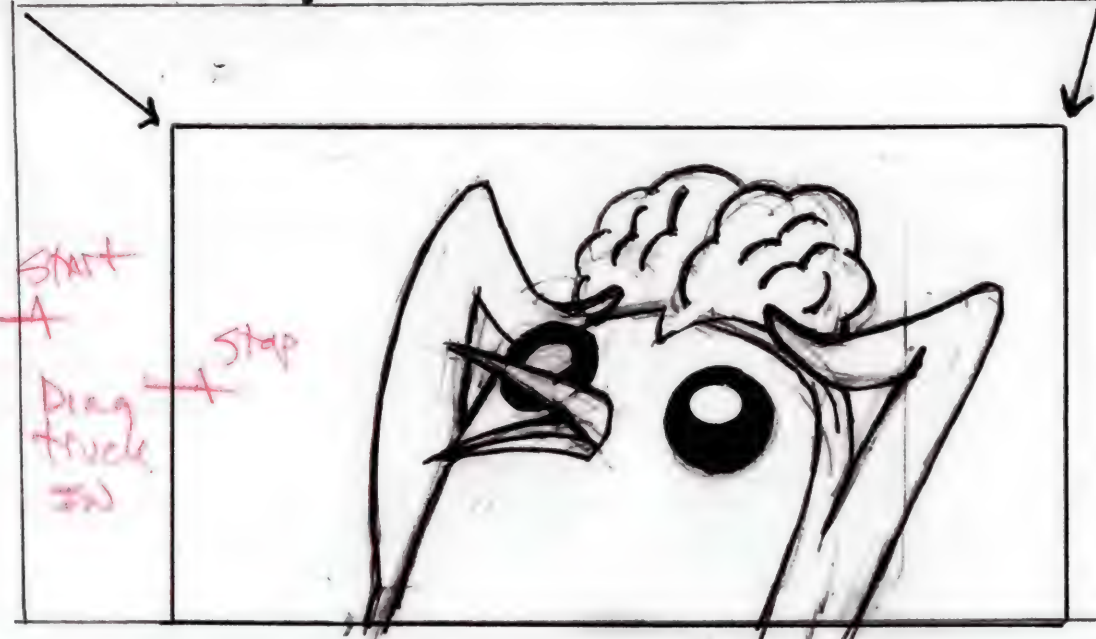
day night



Sc. 166 *CONT* Pnl. C

Bg.

day night



Dialog:

SFX: *ZZT!* *

Action:

- GUNTER GRABS HIS HEAD.
- ENERGY SNAPS OFF/OUT.

TRUCK IN ON GUNTER.

Timing:

OCT 11 2010

Production :

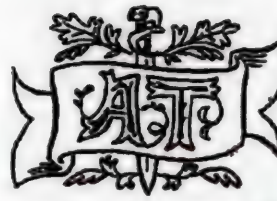
EPISODE #

1025-198

1025/198

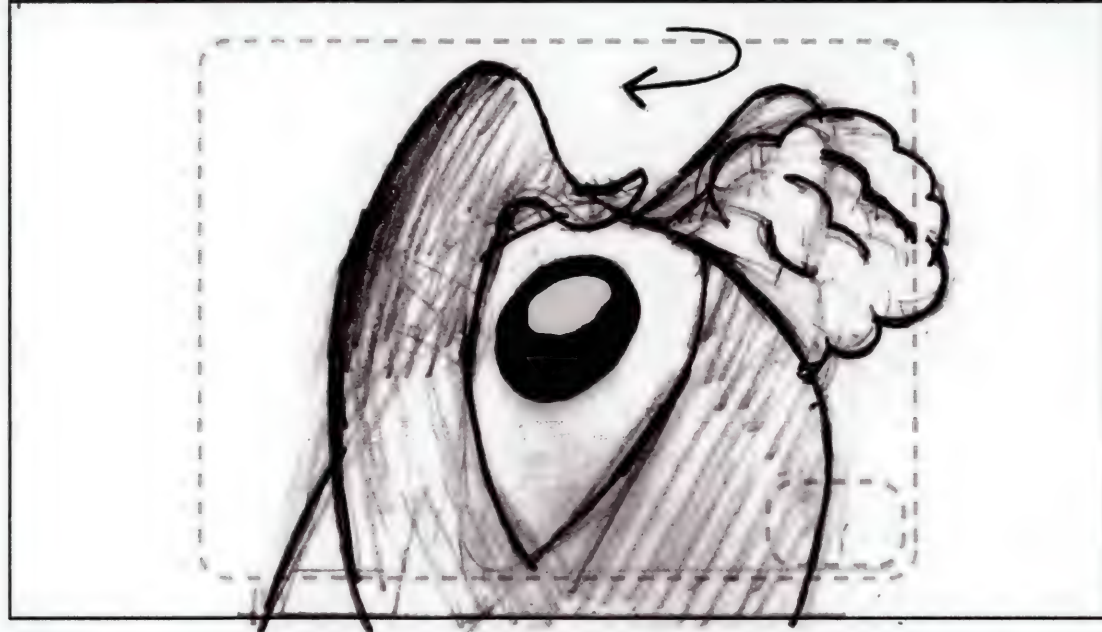
1025/198

ADVENTURE TIME



Page 335

Sc. 166 *CONT* Pnl. D Bg. day night



Sc. 166 *CONT* Pnl. E Bg. day night



Dialog:	Gunter: wenk	
Action:	GUNTER TURNS, MADDENED BY SHAME AND DESPAIR.	CONT. TURN
Timing:	OCT 09 2014	

*HO
A8*

EPISODE # 1025-198

1025/198

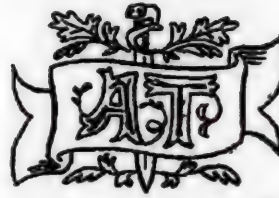
Production :

1025/198

1025/198

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ADVENTURE TIME



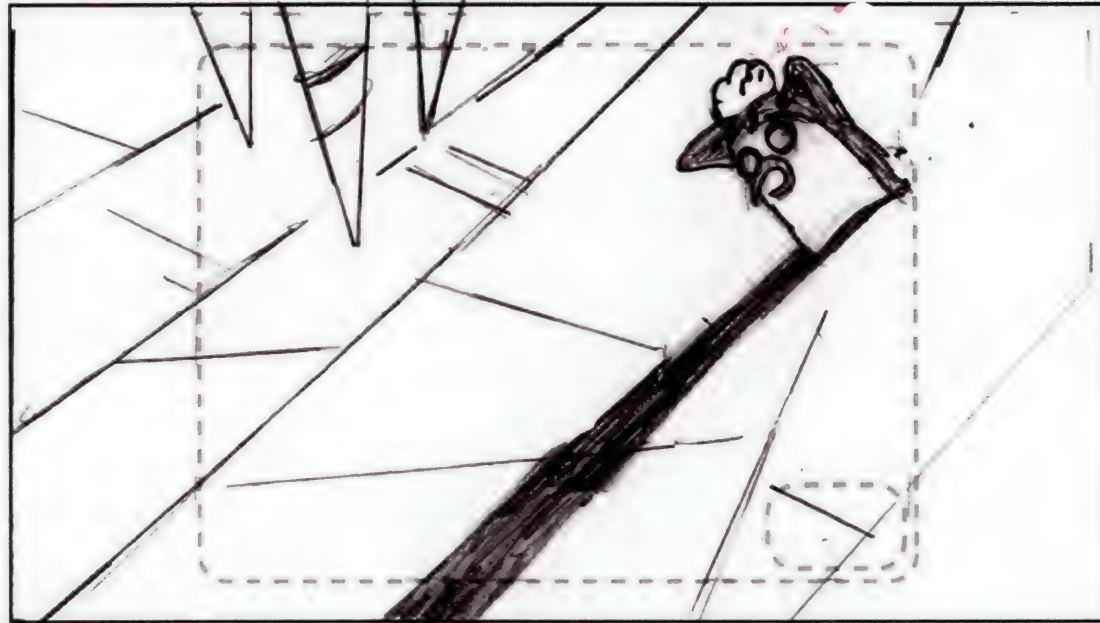
Page 336

Sc. 167

Pnl. A

Bg.

day night

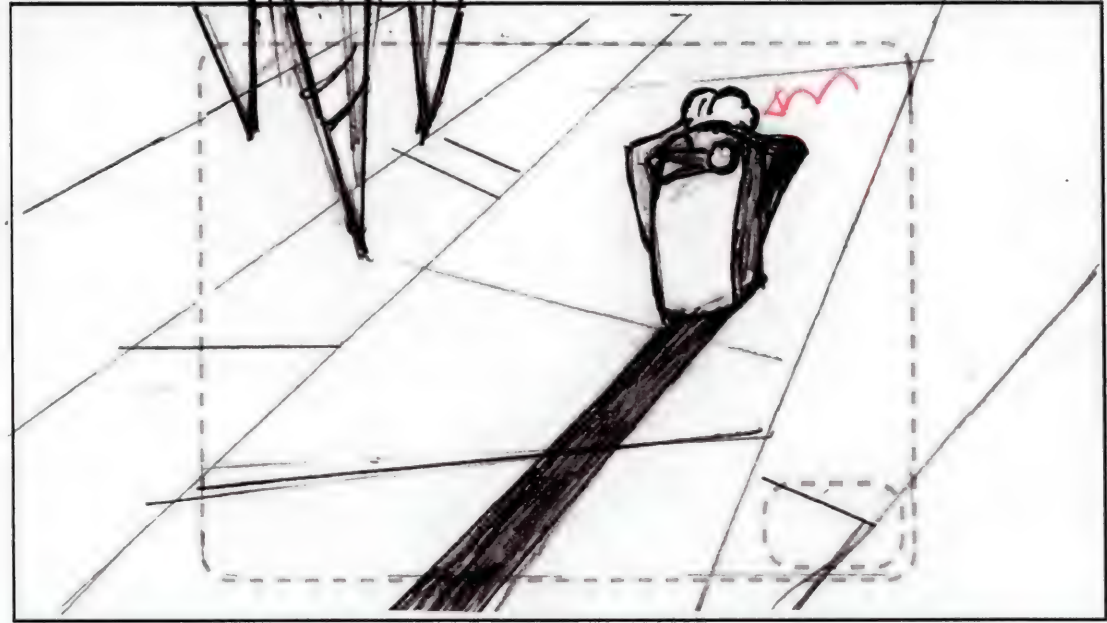


Sc. 167 *cont*

Pnl. B

Bg.

day night



Dialog:

G: WEEENK!

Action:

GUNTER STAGGERS AWAY FROM
THE COMMUNICATION DEVICE.

Timing:

OCT 09 2014

1025-198
EPISODE #

Production :

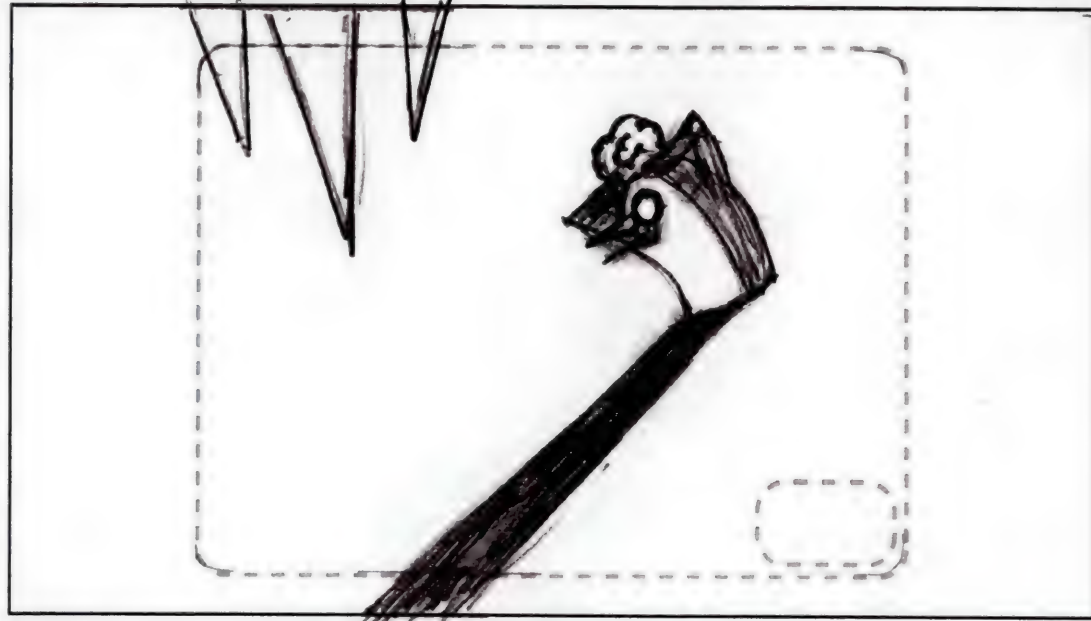
1025/198

1025/198

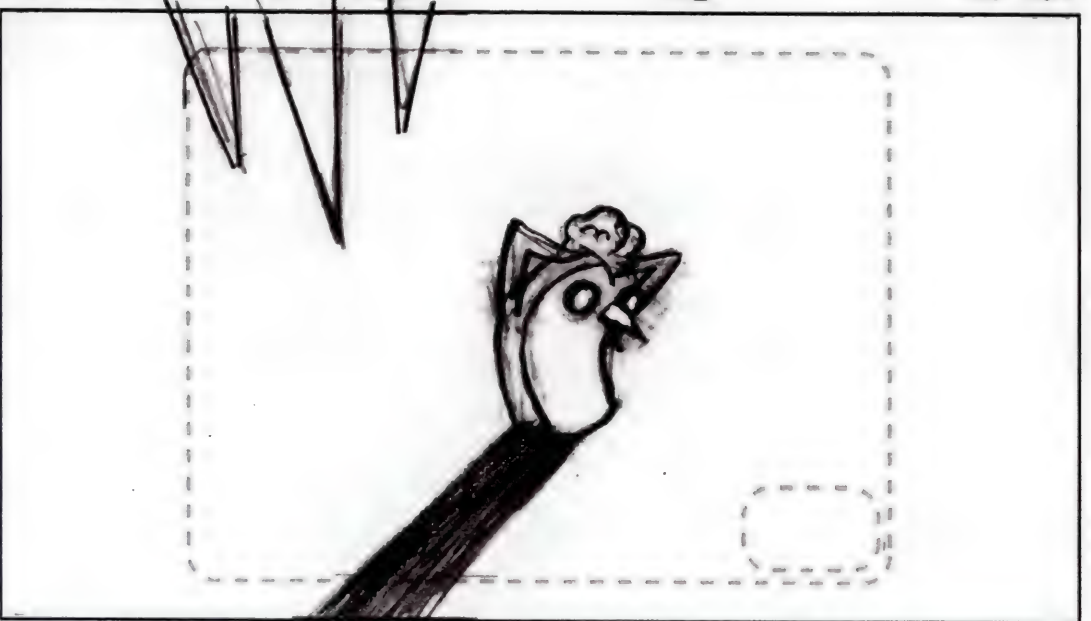
ADVENTURE TIME



Sc. 167 *CONT* Pnl. ^C Bg. day night



Sc. 167 *CONT* Pnl. ^D Bg. day night



Dialog:	G: wenk	G: wenk, wenk
Action:	- G. LOOKS AROUND DESPERATELY.	
Timing:	OCT 09 2014	

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EPISODE # 1025-198

1025/198

Production :

ADVENTURE TIME

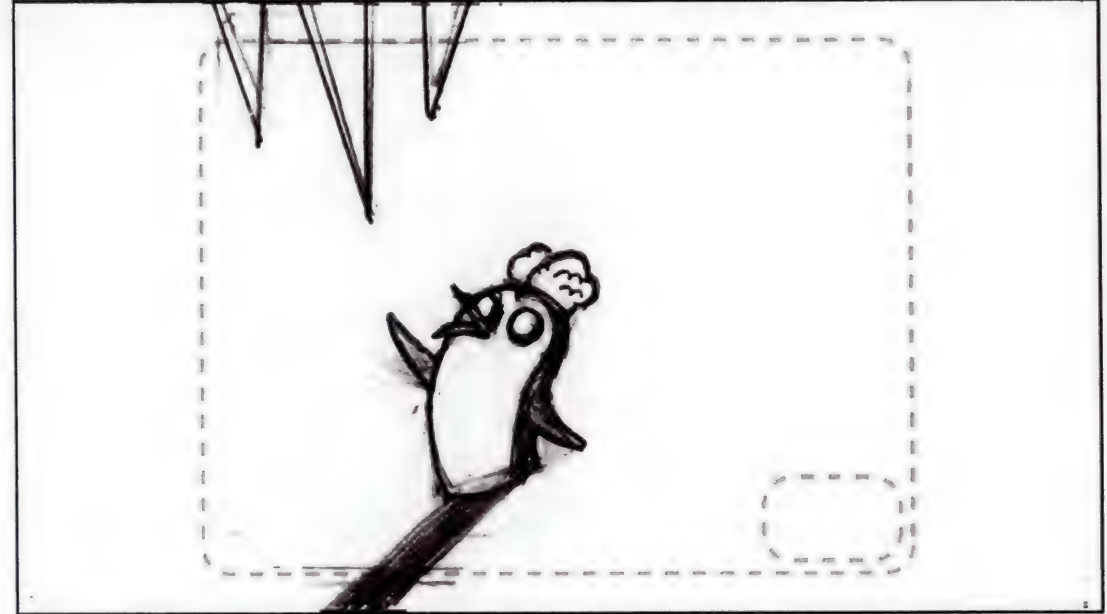


Page **338**

Sc. 167 *CONT* Pnl. **E** Bg. day night



Sc. 167 *CONT* Pnl. **F** Bg. day night



Dialog:

Action:

GUNTER LOOKS UP.

Timing:

OCT 09 2014

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EPISODE #

1025/198

Production :

1025/198

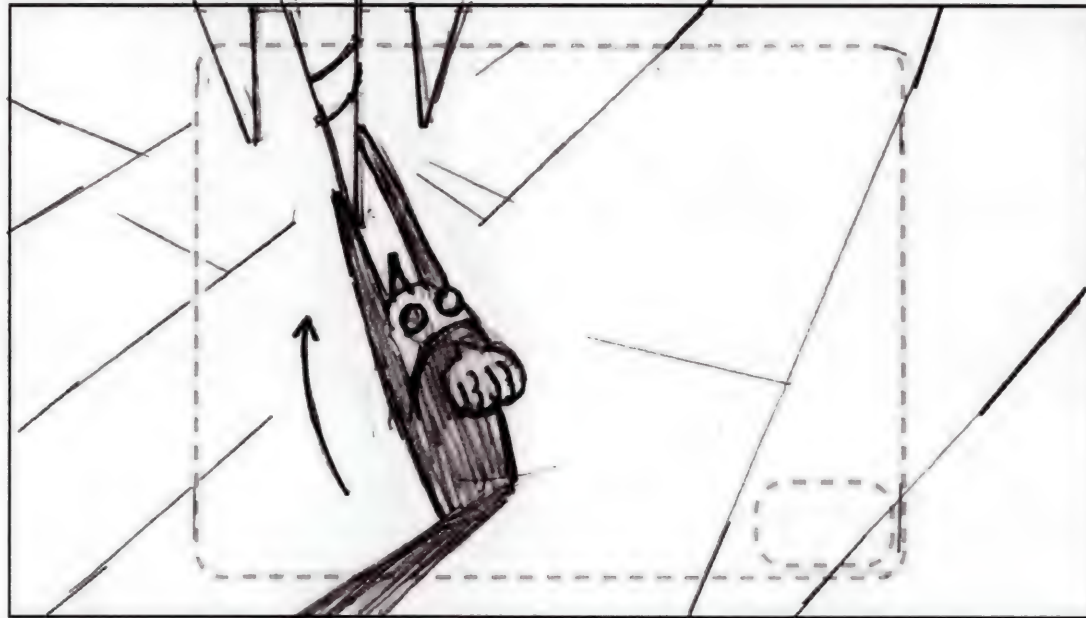
1025/198

ADVENTURE TIME

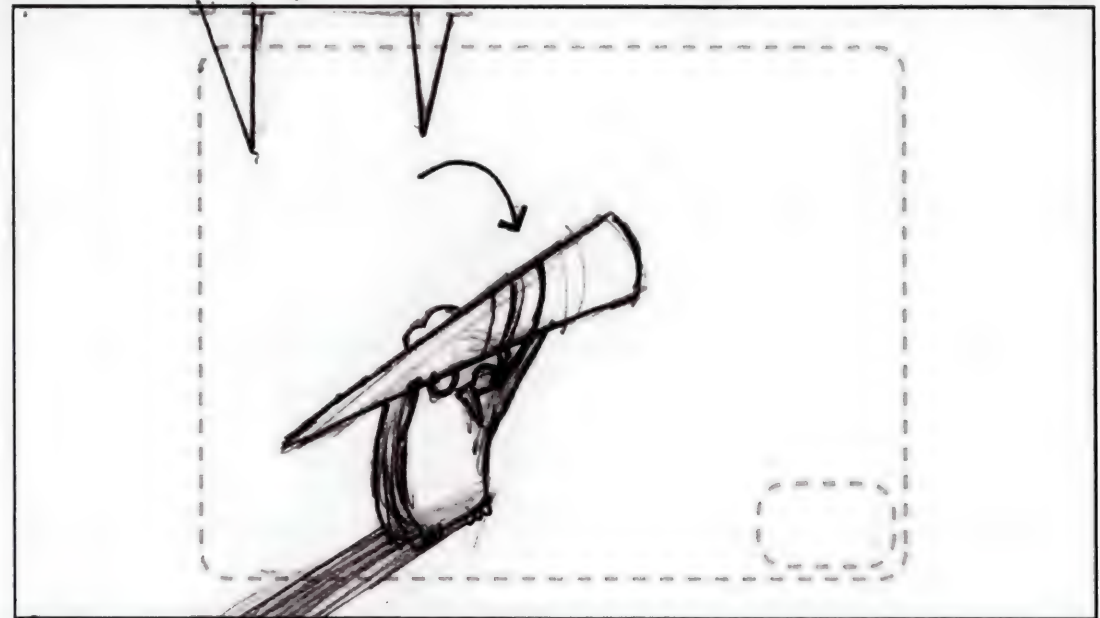


Page **339**

Sc. 167 *CONT* Pnl. G Bg. day night



Sc. 167 *CONT* Pnl. H Bg. day night



Dialog:

SFX: SNAP!
(ICICLE BREAKS OFF)

Action:

GUNTER GRABS AN ICICLE.

Timing:

OCT 09 2014

1025-198

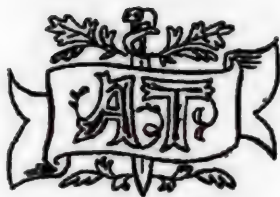
EPISODE #

1025/198

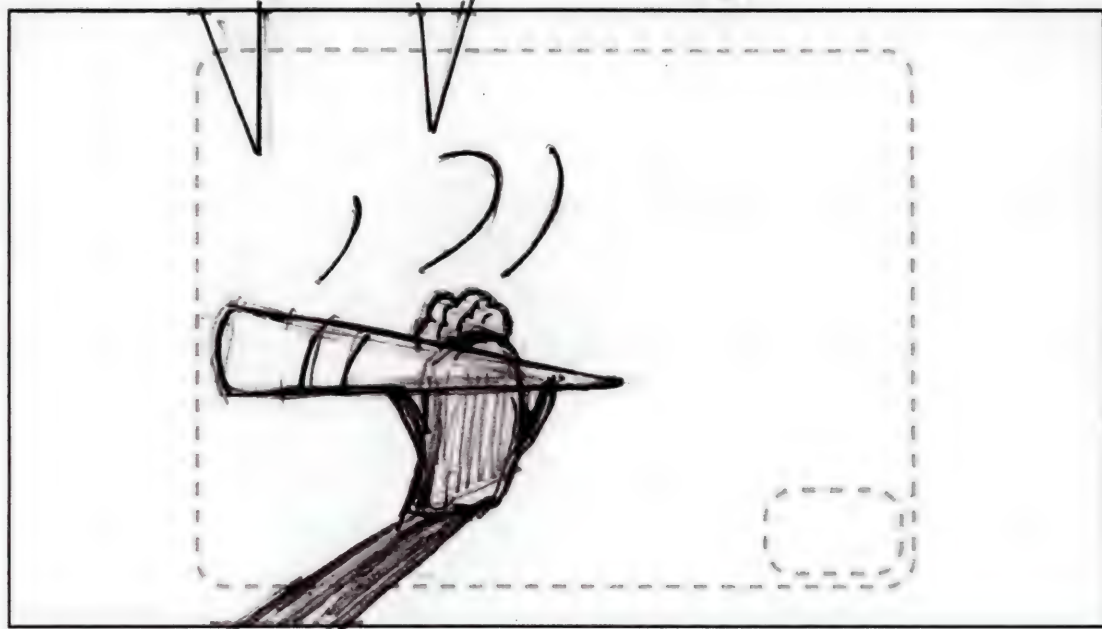
Production :

1025/198

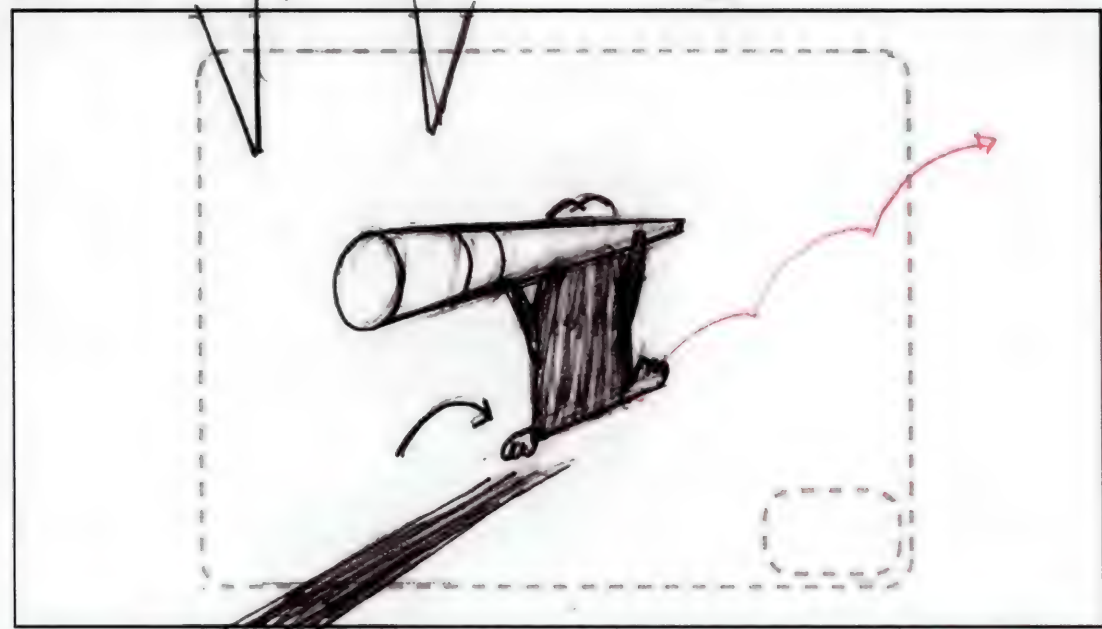
ADVENTURE TIME



Sc. 167 *cont* Pnl. I Bg. day night



Sc. 167 *cont* Pnl. J Bg. day night



Dialog:	Gunter: wenk wenk
Action:	GUNTER INTO RUN. OCT 09 2014
Timing:	

Hi Gunter

1025-198

EPISODE #

1025/198

Production :

1025/198

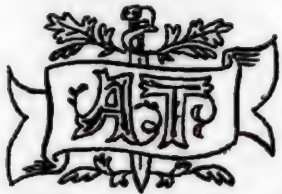
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1025/198

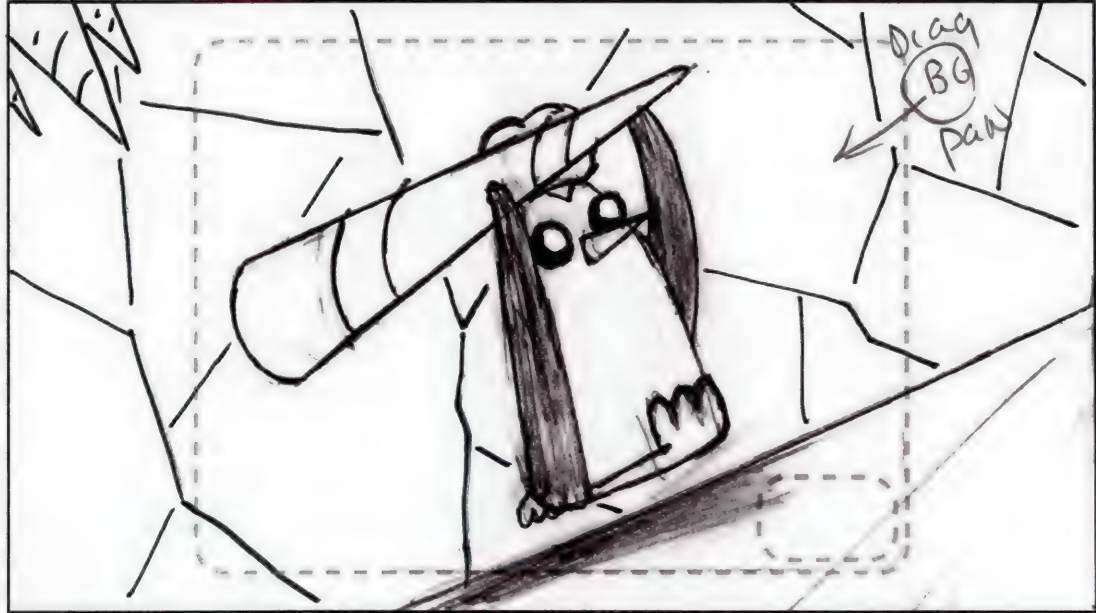
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HU
CW

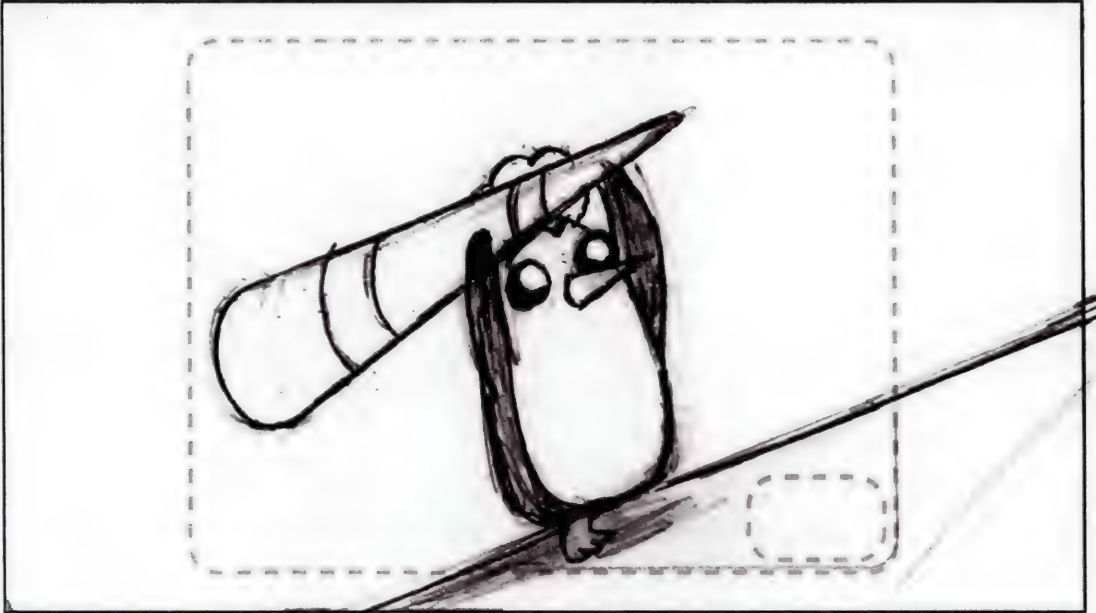
ADVENTURE TIME



Sc. 168 Pnl. A Bg. day night



Sc. 168 *cont* Pnl. B Bg. day night



Dialog:	Gunter: wenk
Action:	ON GUNTER RUNNING. (A SHORT WAY, ONLY A FEW STEPS.)
Timing:	OCT 09 2014

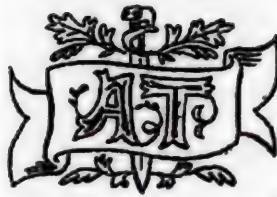
1025-198
EPISODE #
Production :

1025/198

1025/198

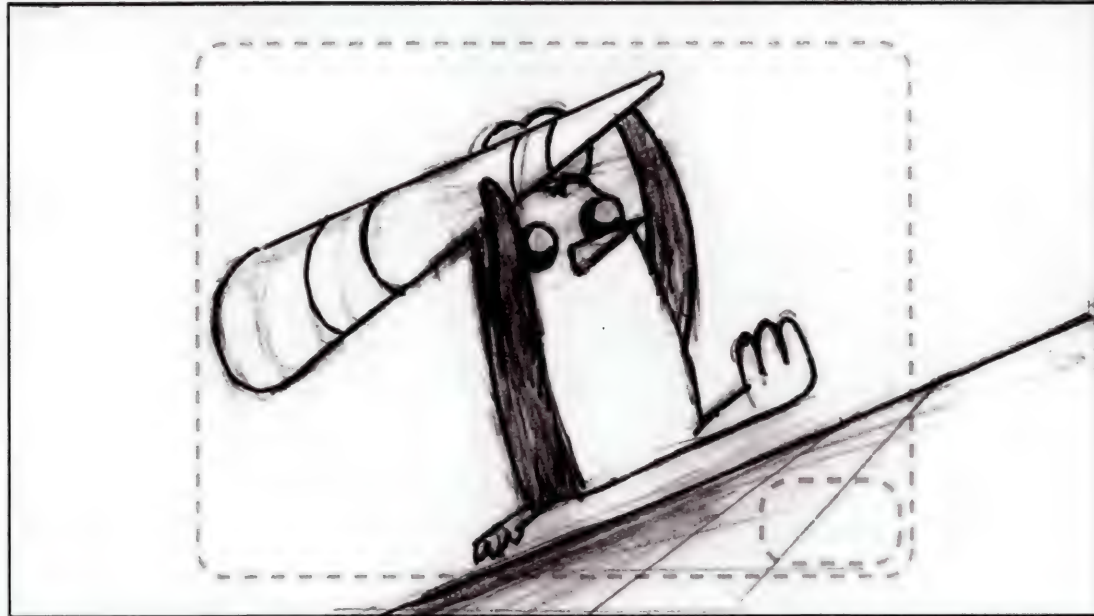
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ADVENTURE TIME

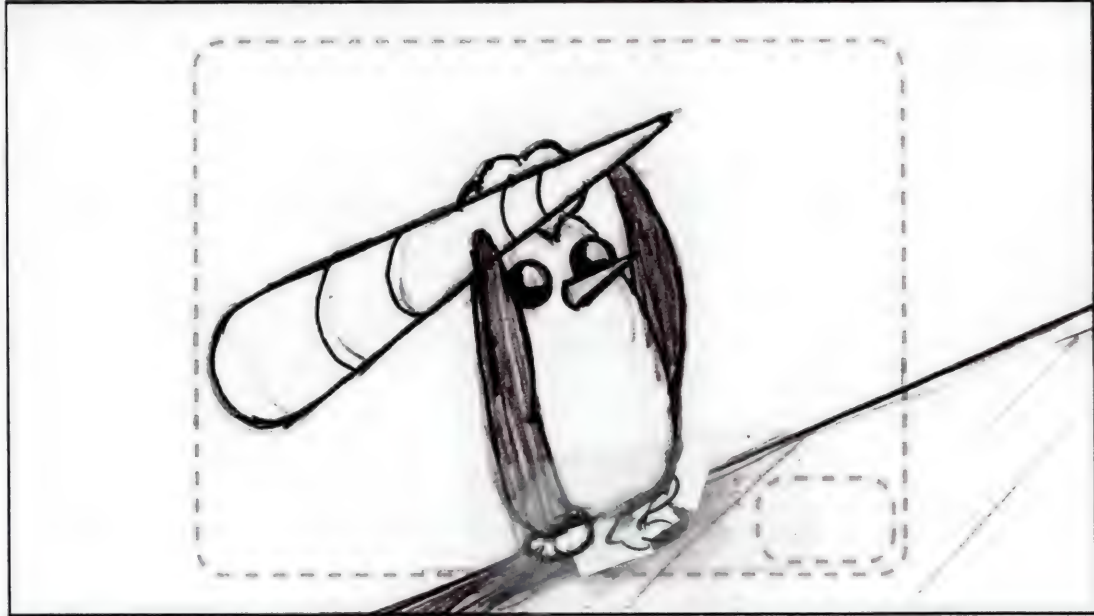


Page 342

Sc. 168 *CONT* Pnl. C Bg. day night



Sc. 168 *CONT* Pnl. D Bg. day night



Dialog:
Action:
Timing:

OCT 09 2014

Handwritten signature

1025-198

EPISODE #

Production :

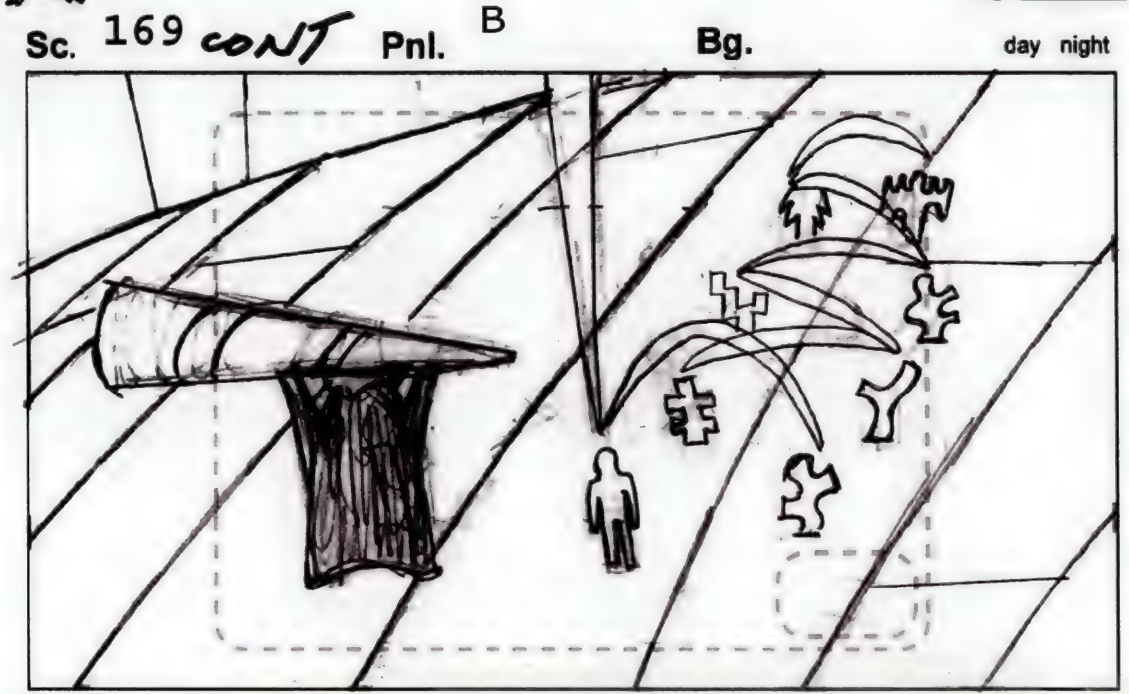
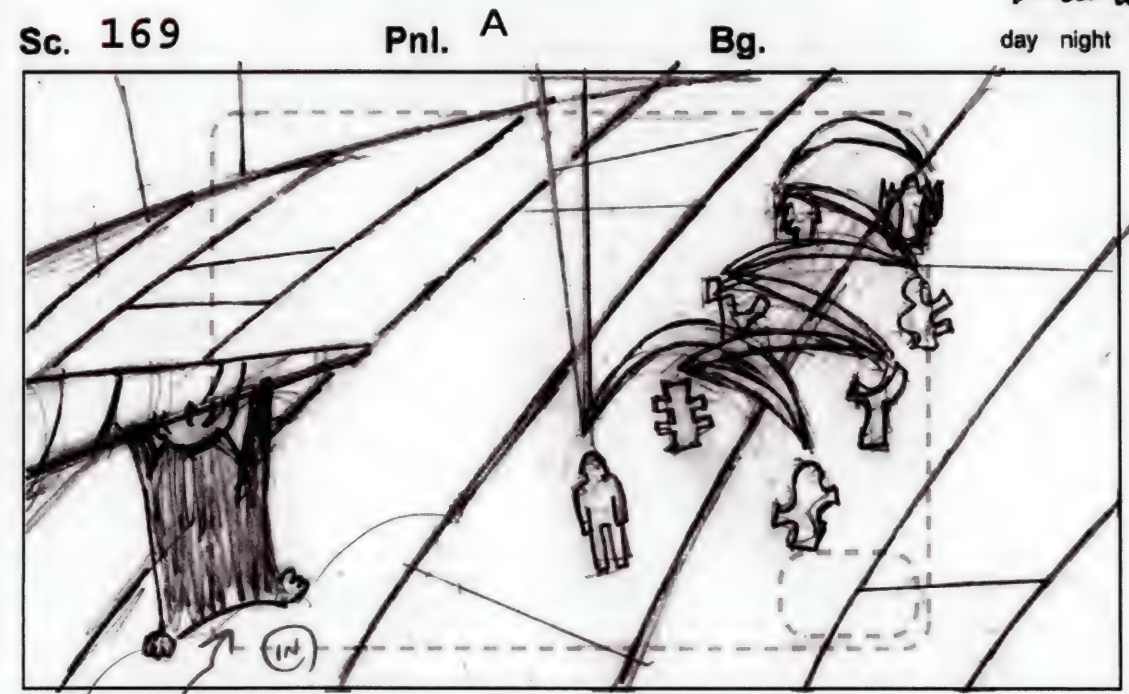
1025/198

1025/198

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Cut

ADVENTURE TIME



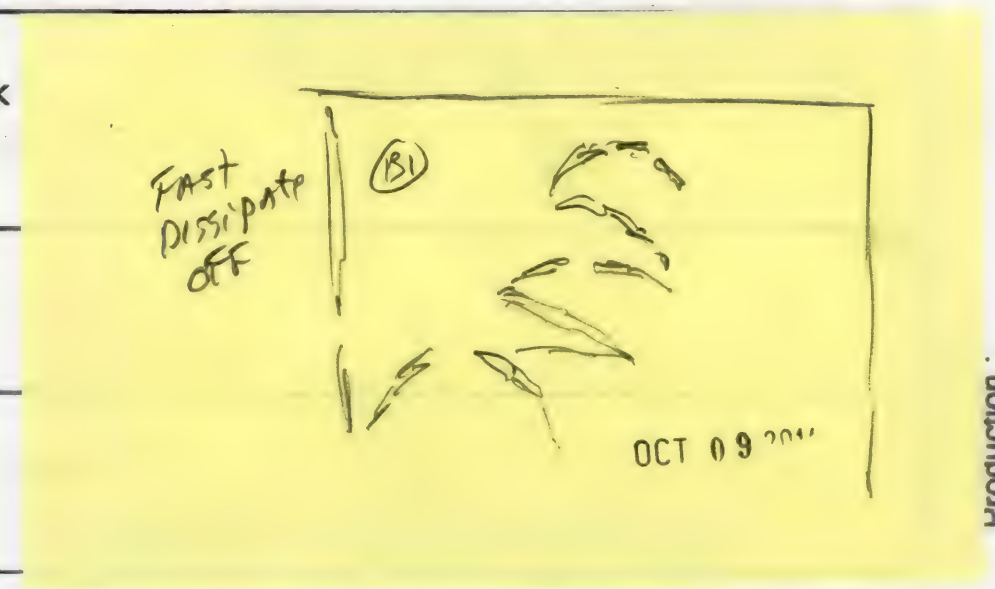
Dialog:

Gunter: wenk

Action:

ON GUNTER RUNNING IN.

Timing:



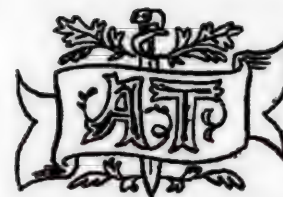
EPISODE # 1025-198

Production:

1025/198

1025/198

ADVENTURE TIME

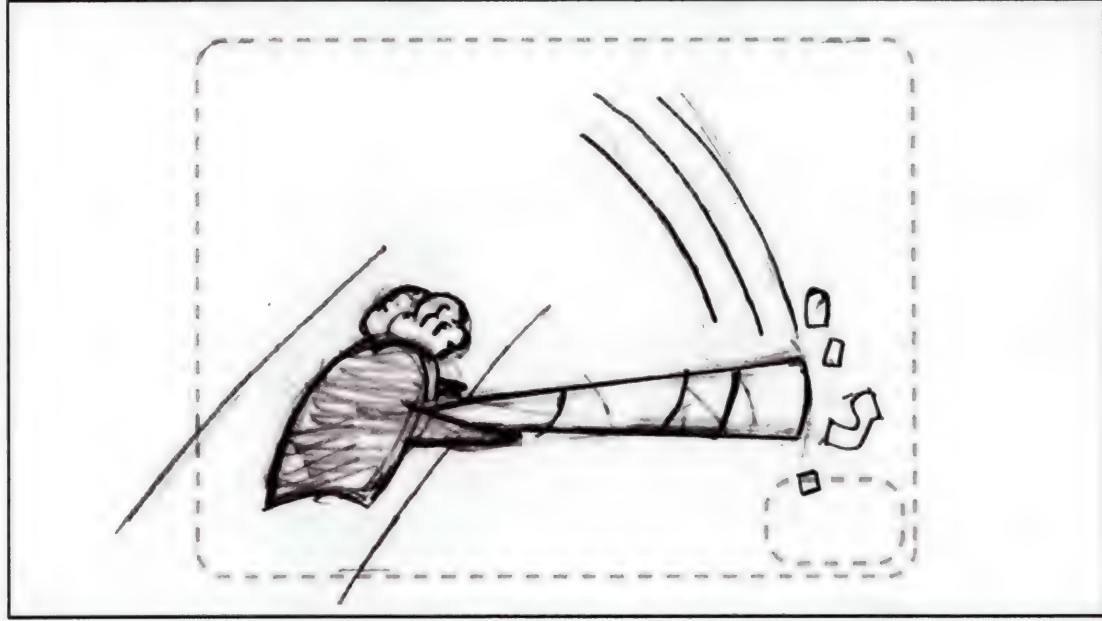


Page **344**

Sc. 169 *cont* Pnl. C

Bg.

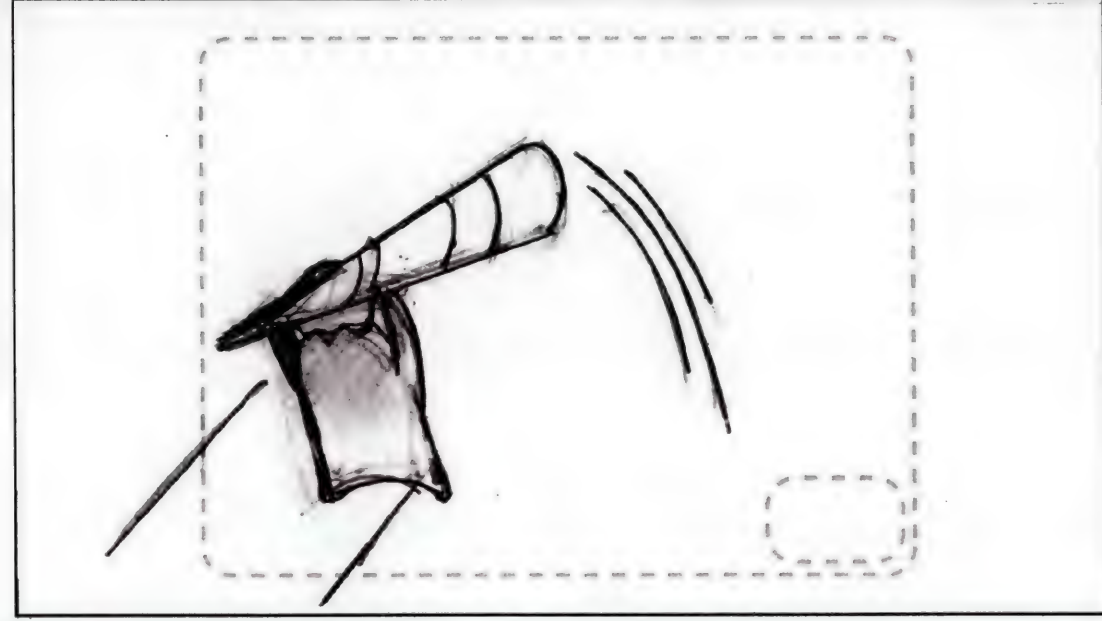
day night



Sc. 169 *cont* Pnl. D

Bg.

day night



Dialog:

SFX = CRAK!

Gunter: wenk!

Action:

GUNTER SMASHES
CUTOUTS ...

Timing:

OCT 09 2014

Production :

EPISODE #

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1025/198

1025/198

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1025/198

ADVENTURE TIME

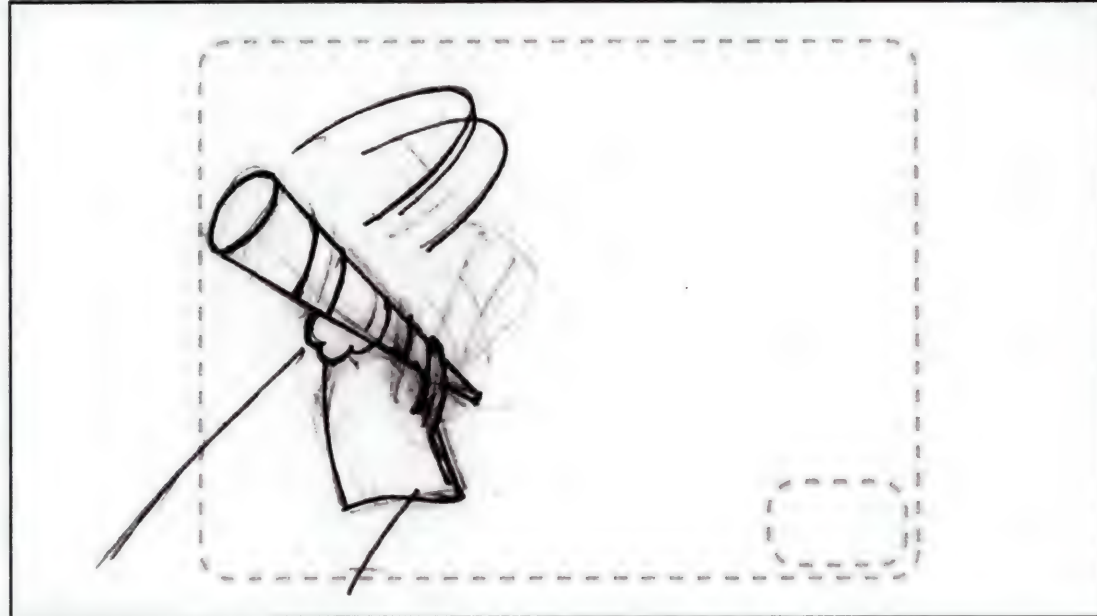


Page **345**

Sc. 169 *CONT* Pnl. **E**

Bg.

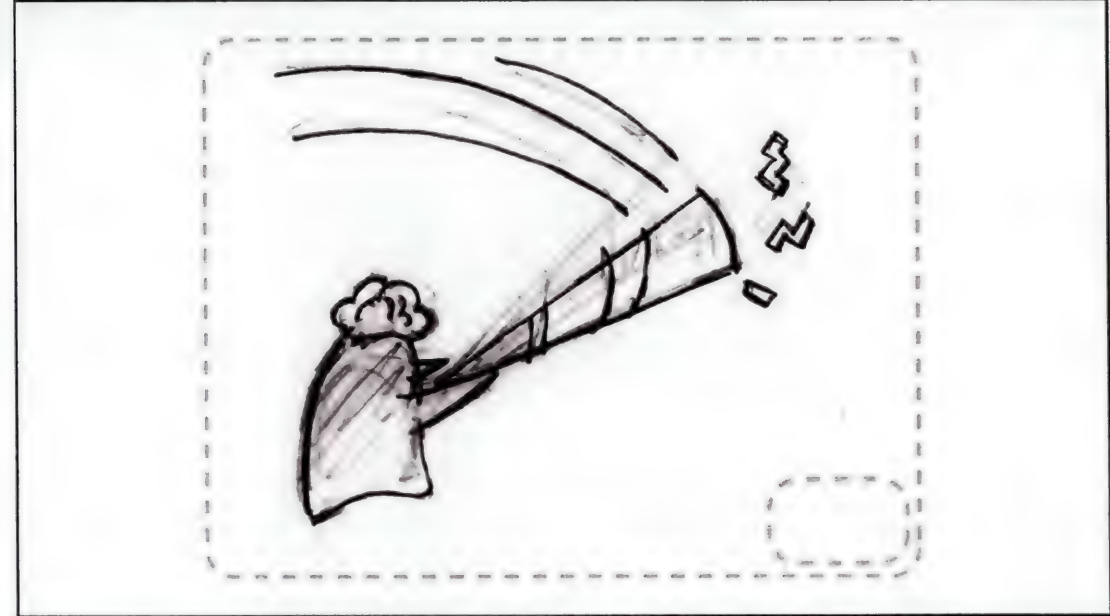
day night



Sc. 169 *CONT* Pnl. **F**

Bg.

day night



Dialog:

Gunter: wenk!

SFX: CRAK!

Action:

OCT 09 2014

Timing:

1025-198

EPISODE #

1025/198

Production :

1025/198

ADVENTURE TIME

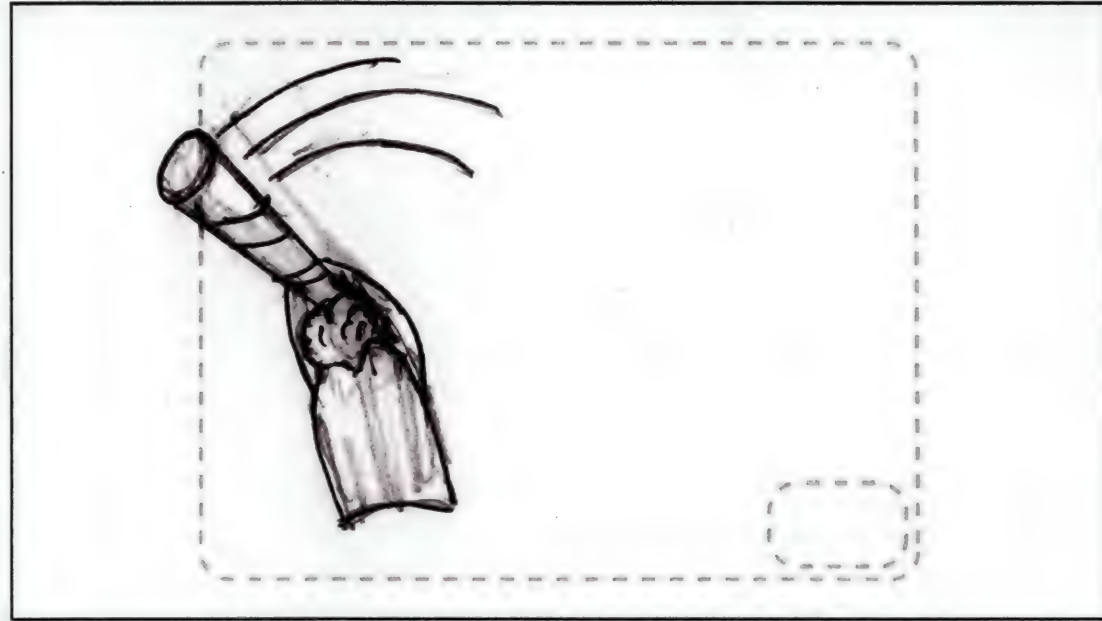


Page **346**

Sc. 169 *CONT* Pnl. **G**

Bg.

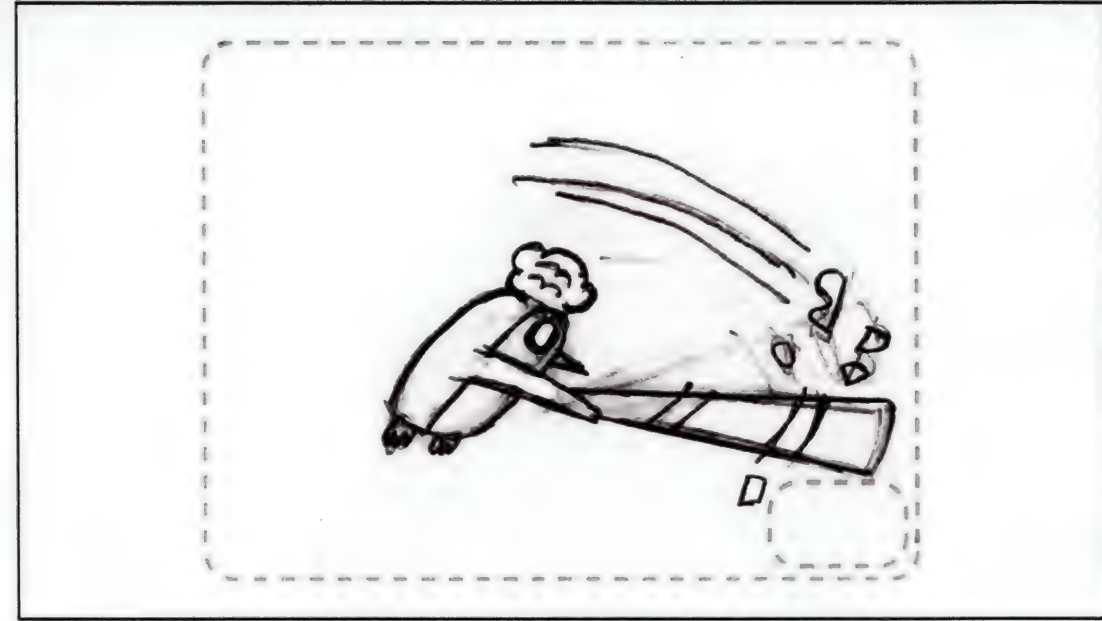
day night



Sc. 169 *CONT* Pnl. **H**

Bg.

day night



Dialog:	<p style="text-align: right;">SFX: CRAK!</p> <p style="text-align: right;">Gunter: WE</p>
Action:	
Timing:	OCT 09 2011

EPISODE # 1025-198

Production :

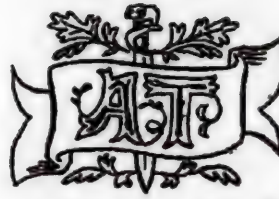
1025/198

1025/198

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1025/198

ADVENTURE TIME

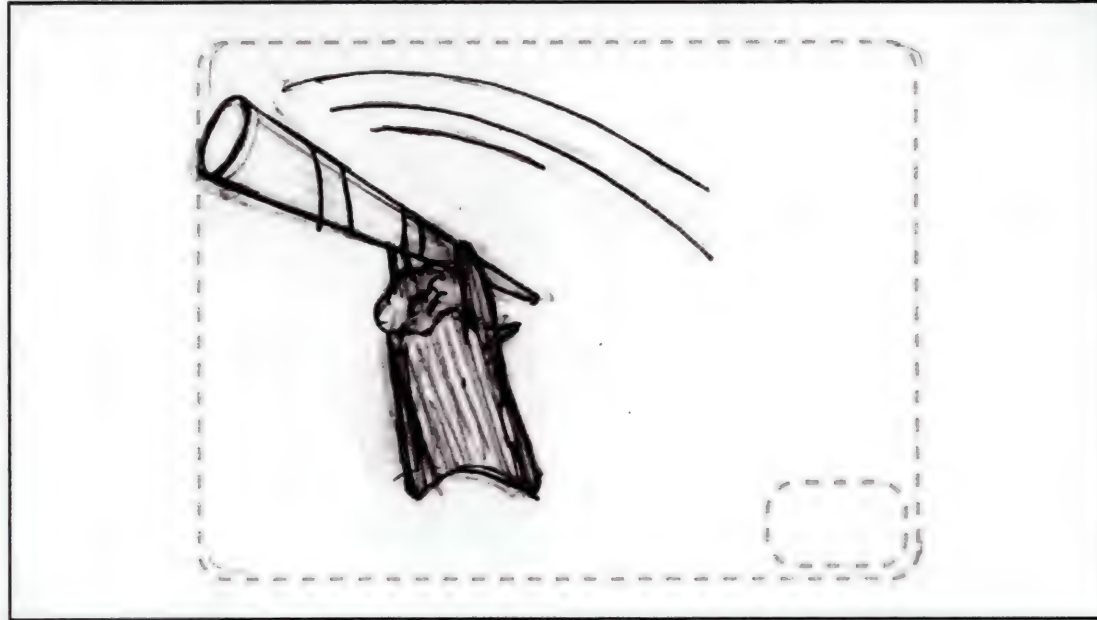


Page **347**

Sc. 169 *cont* Pnl. **I**

Bg.

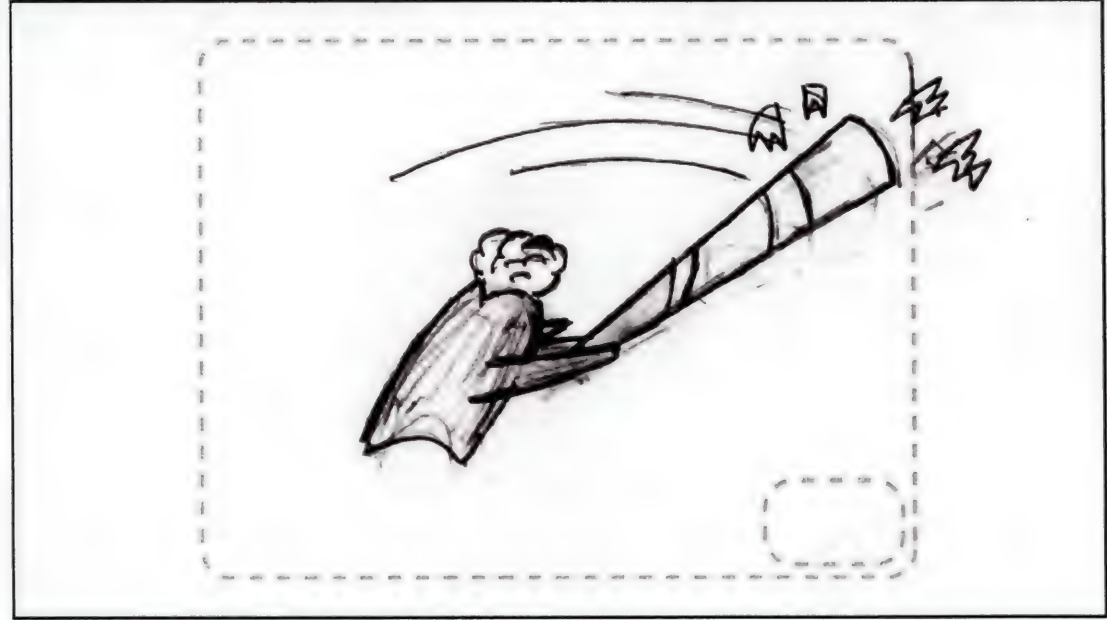
day night



Sc. 169 *cont* Pnl. **J**

Bg.

day night



Dialog:

Gunter: cont. wenk

SFX = CRAK!

Action:

OCT 09 2014

Timing:

1025-198

EPISODE #

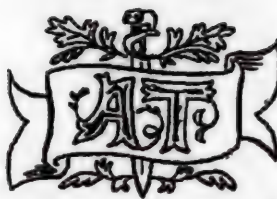
1025/198

Production :

1025/198

1025/198

ADVENTURE TIME

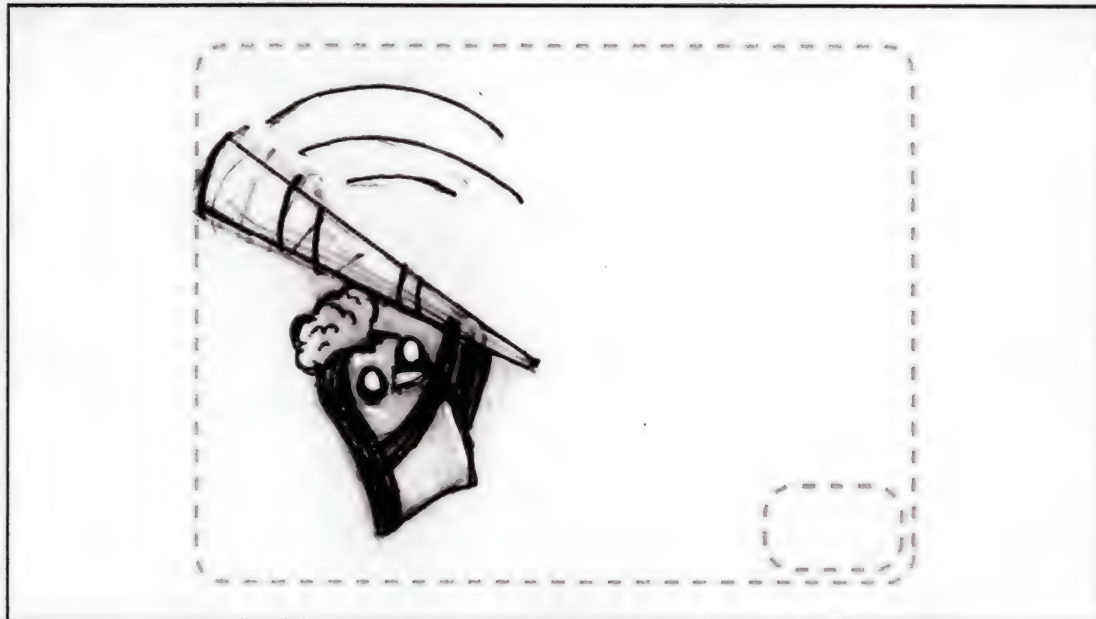


Page **348**

Sc. 169 *cont* Pnl. K

Bg.

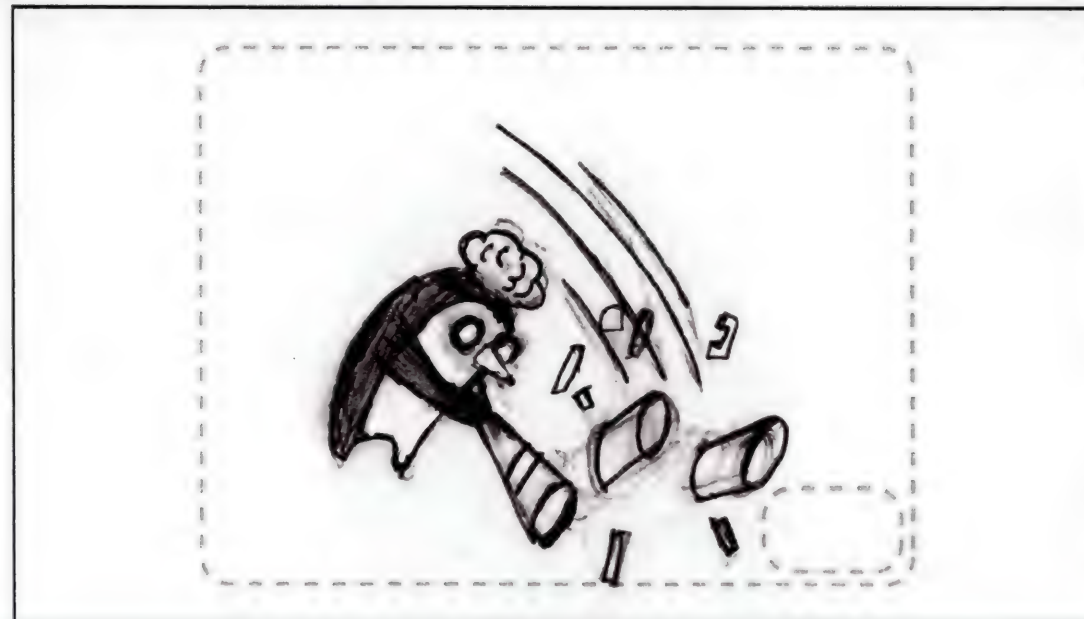
day night



Sc. 169 *cont* Pnl. L

Bg.

day night



Dialog:

G: cont

SFX: SMASH!
(ICICLE BREAKS)

Action:

Timing:

OCT 09 2011

1025-198

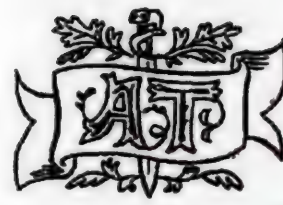
EPISODE #

1025/198

Production :

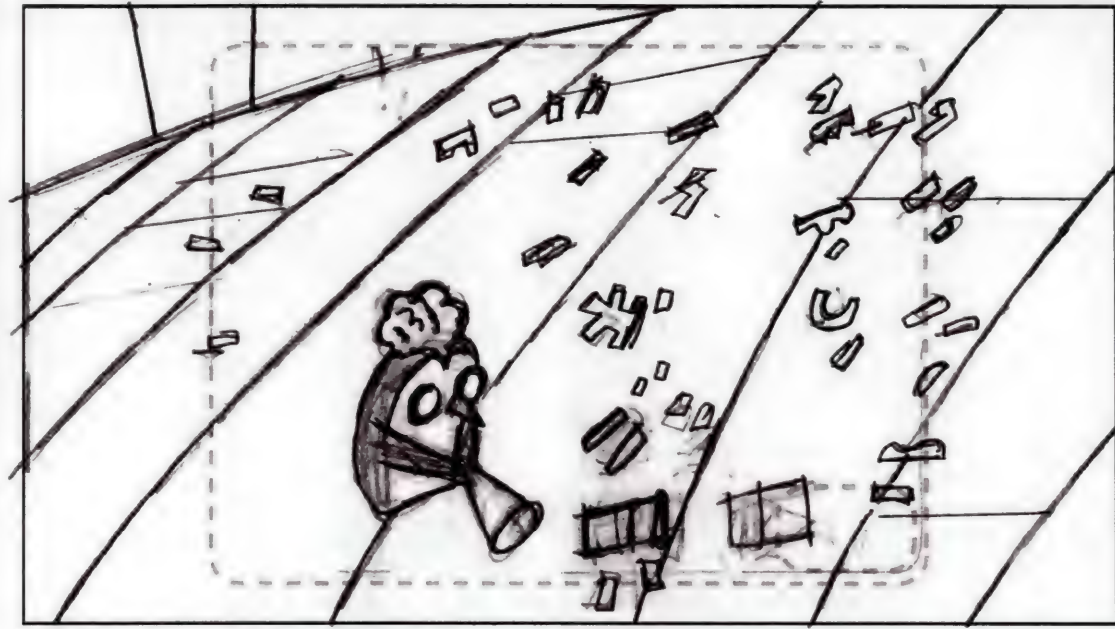
1025/198

ADVENTURE TIME



Ho Cut

Sc. 169 *cont* Pnl. M Bg. day night



Sc. 170 Pnl. A Bg. day night



Dialog:

G: [HEAVY BREATHING]
(big inhale)

Action:

GUNTER STOPS,
WORN OUT.



(MAYBE A
X-DISS.)

CLOSER
ON GUNTER,
WORN OUT.

OCT 09 2011

Timing:

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EPISODE #

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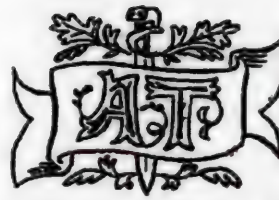
Production :

1025/198

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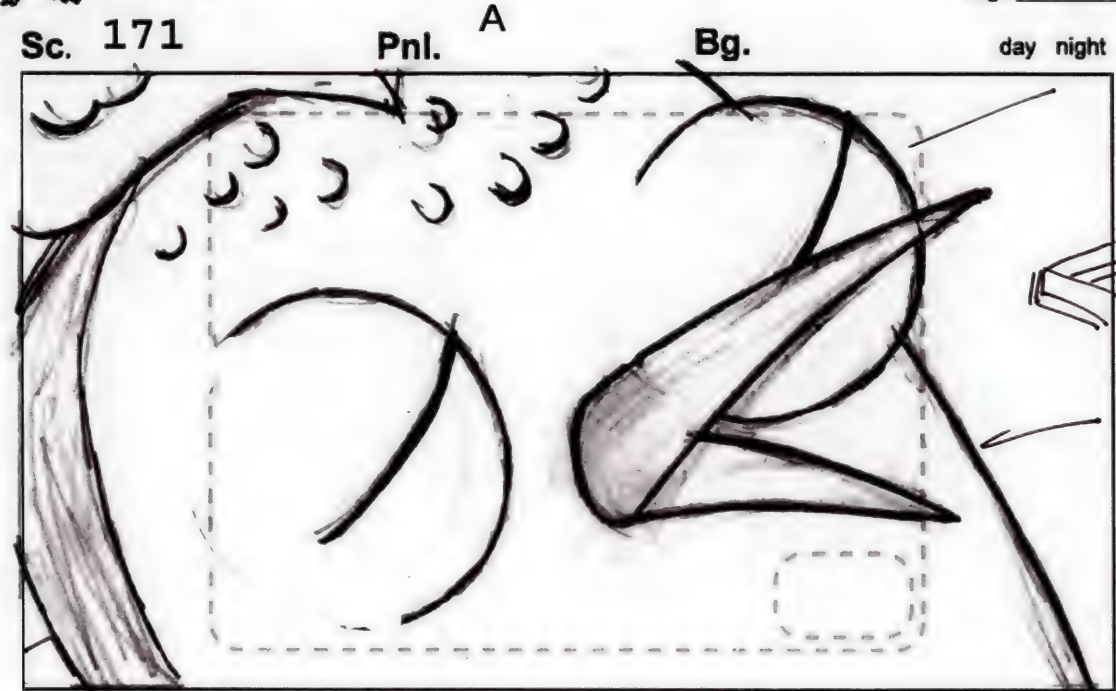
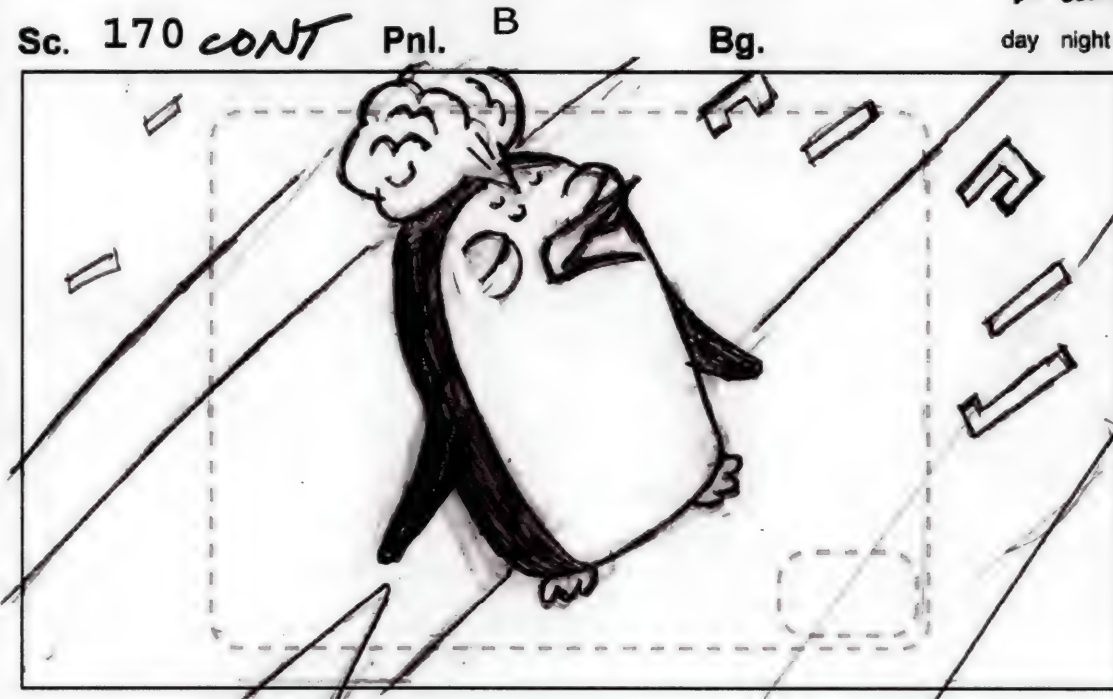
1025/198

ADVENTURE TIME



*Ho
Gut*

Page **350**



Dialog:

Gunter: heavy breathing cont.

Action:

GUNTER LEANS BACK,
EXHAUSTED.

VERY CLOSE ON GUNTER.

OCT 09 2011

Timing:

1025-108

EPISODE #

1025/198

Production :

1025/198

ADVENTURE TIME



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Sc. 171 *cont* Pnl. **B** Bg. day night



Sc. 171 *cont* Pnl. **C** Bg. day night



Dialog:

Action:

GUNTER OPENS HIS EYES.
SLOW AND WOZY.

ANIMATE IN.

OCT 09 2014

Timing:

1025-198

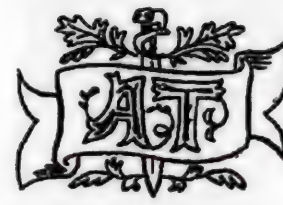
EPISODE #

1025/198

Production :

1025/198

ADVENTURE TIME

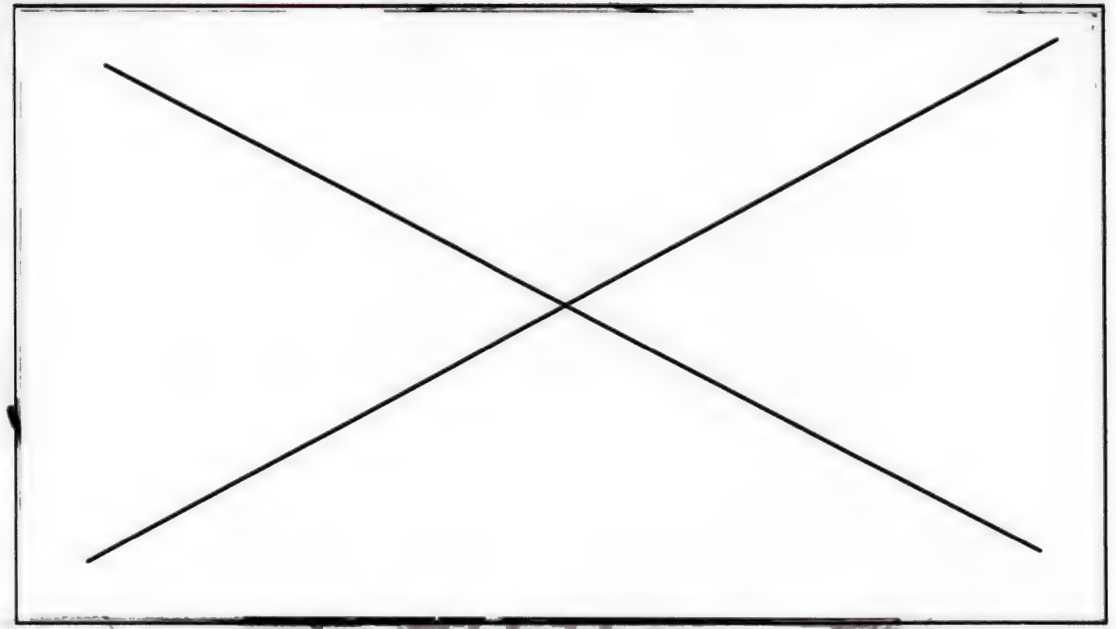


*Cont
w/ X Diss
2 post*

Sc. **171** *cont* Pnl. **D** Bg. day night



Sc. Pnl. Bg. day night



Dialog:

XX X Diss

Action:

**TRUCK IN OR ANIMATE IN,
TO ONE EYE.**

Timing:

OCT 09 2011

Production :

EPISODE #

1025-198

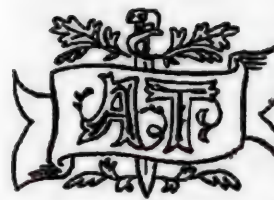
1025/198

1025/198

1025/198

Cut
w/ XDISS
to post

ADVENTURE TIME



Cut
w/ XDISS
to post

Page 353

Sc. 172

Pnl. A

Bg.

day night



Sc. 173

Pnl. A

Bg.

day night



Dialog:

~~XX~~ XDISS

Action:

ORGALORG FALLING
TO EARTH.

~~XX~~ XDISS

ORGALORG NOW TRANSFORMED
TO GUNTER, FALLING TO EARTH.

Timing:

OCT 9 5:20AM

Cut

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EPISODE #

Production :

1025/198

1025/198

ADVENTURE TIME



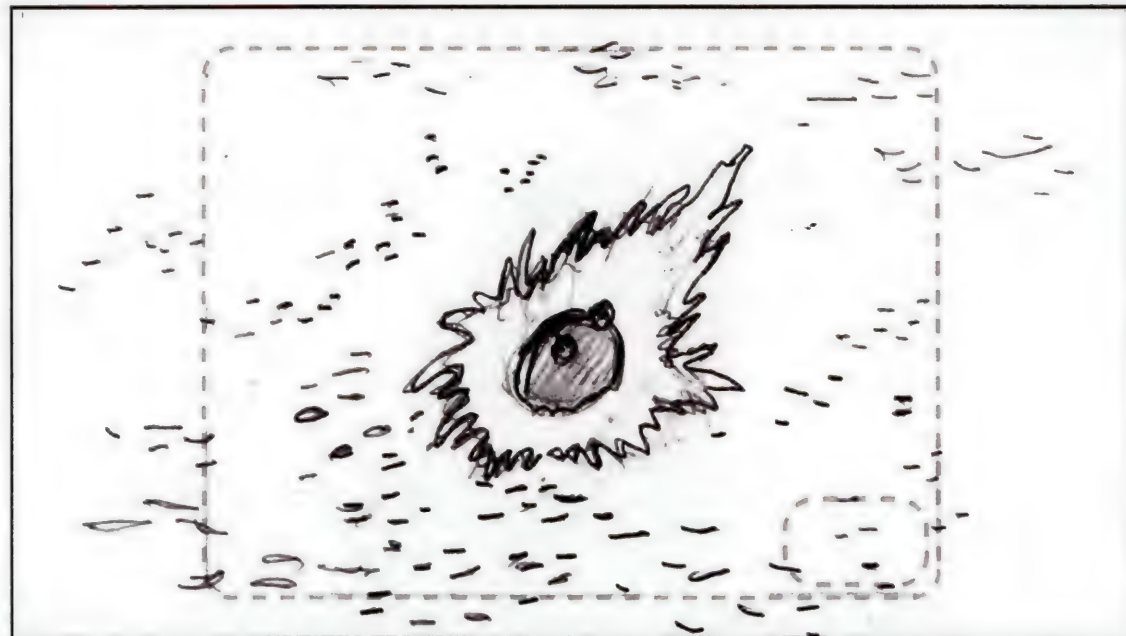
Page 354

Sc. 174

Pnl. A

Bg.

day night

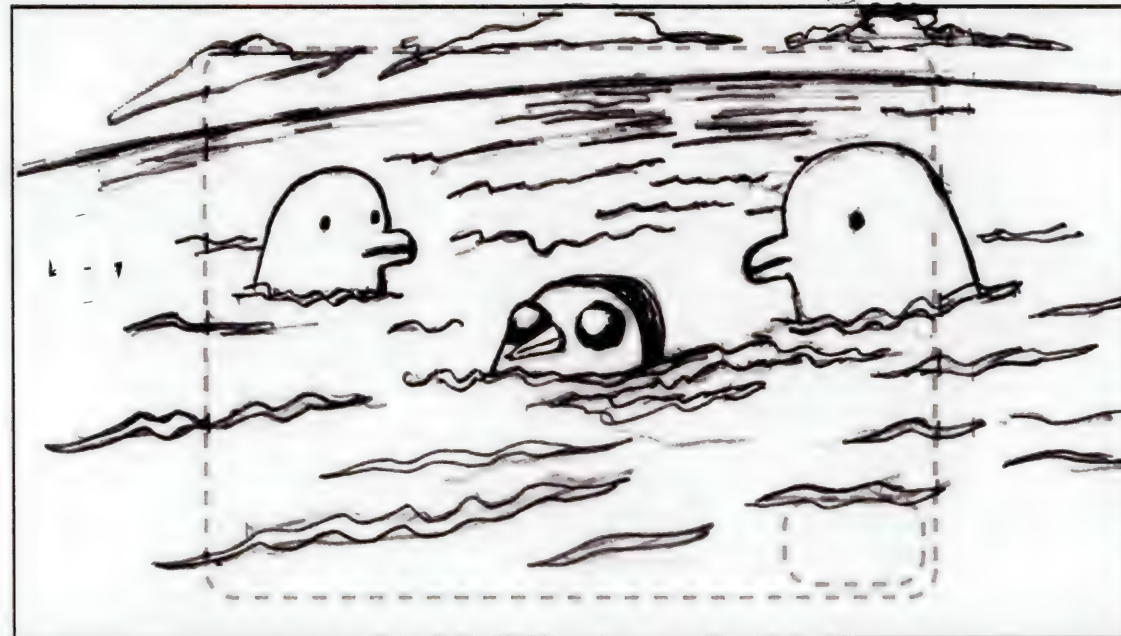


Sc. 175

Pnl. A

Bg.

day night



Dialog:

SFX: *SPSHHH*

Action:

(A1)

SPLASH DOWN.

(A2)

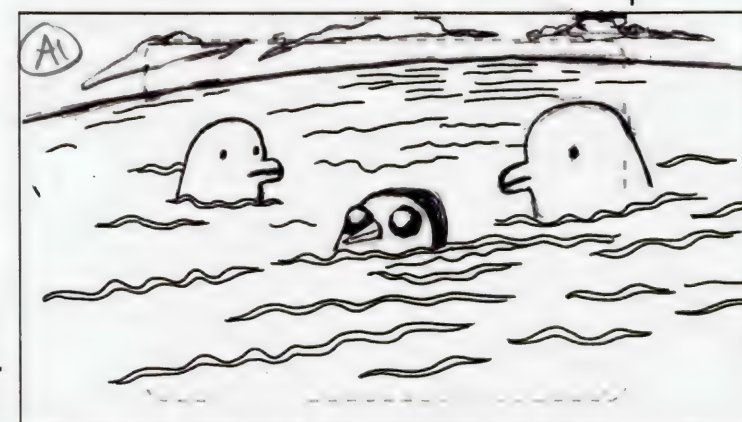
- GUNTER WITH DOLPHINS.

FOLLOWING SCENES:

VARIOUS SCENES OF
GUNTER'S LIFE.
(LIKE A PHOTO ALBUM.)

- WATER
CYCLE:

(A)/(A1)



OCT 09 2014

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ADVENTURE TIME



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Sc. 176

Pnl. A

Bg.

day night

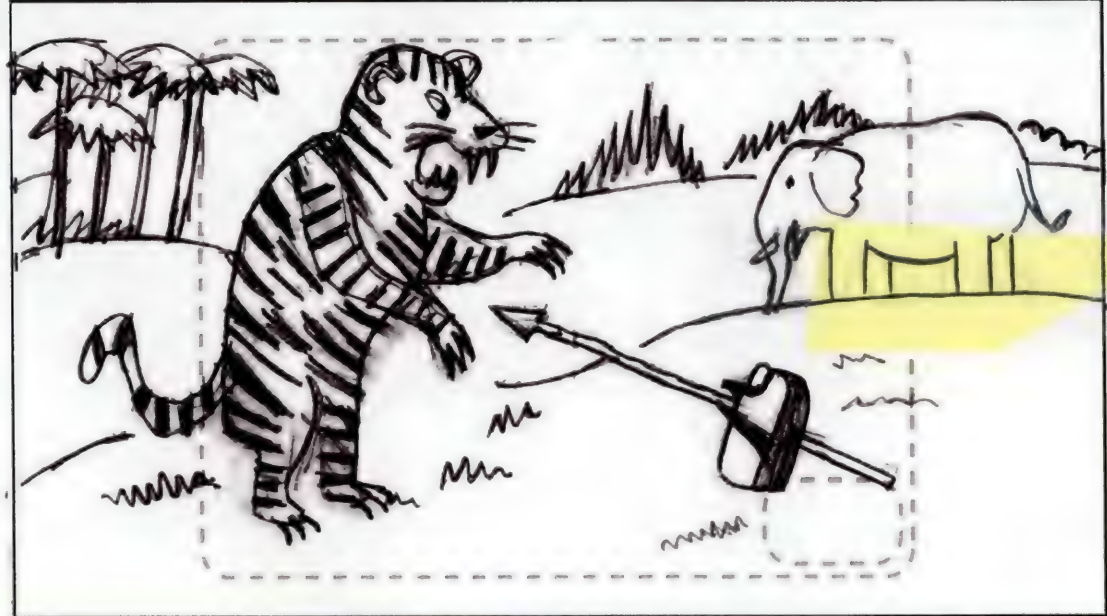


Sc. 177

Pnl. A

Bg.

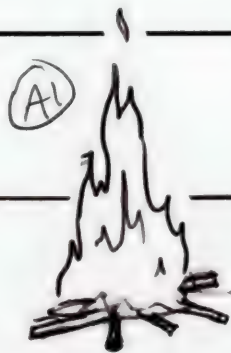
day night



Dialog:

Action:

Timing:



- CYCLE 1

(AI) / A

OCT 09 2014

Production :

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1025/198

Cut

ADVENTURE TIME



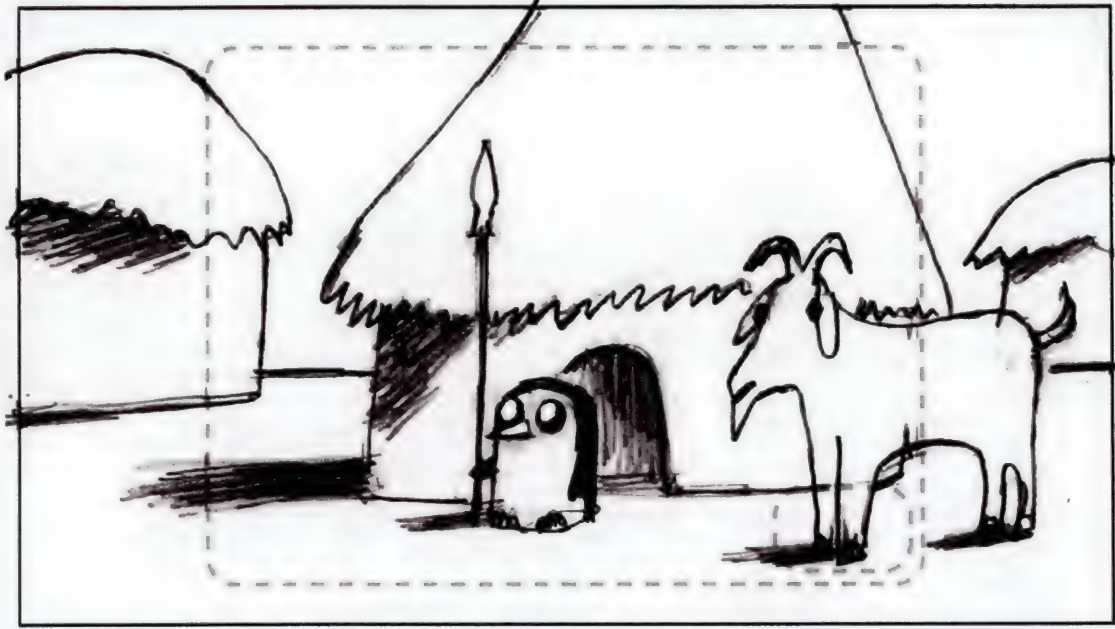
Cut

Sc. 178

Pnl. A

Bg.

day night

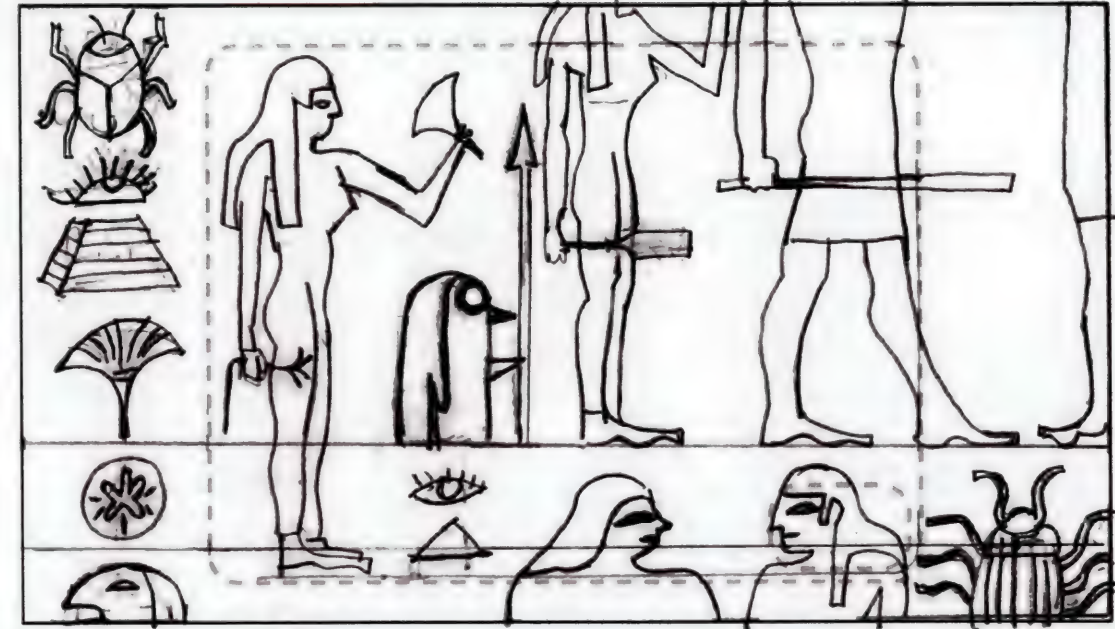


Sc. 179

Pnl. A

Bg.

day night



Cut

1025-198

EPISODE #

1025/198

Dialog:

Action:

Timing:

OCT 09 2014

Production :

1025/198

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Cut

ADVENTURE TIME



Cut

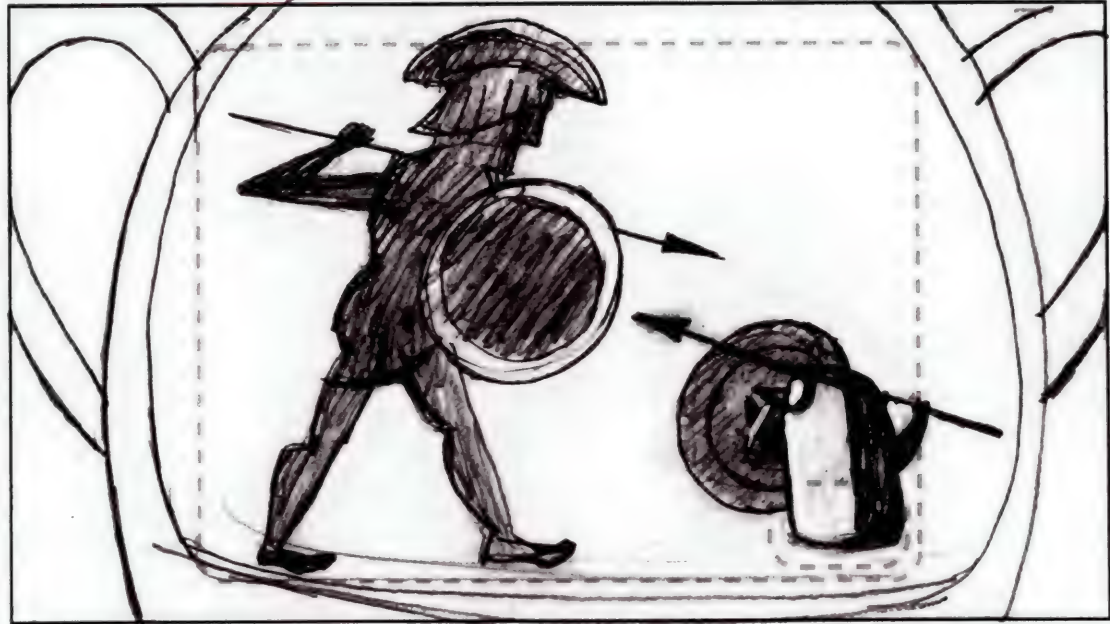
Cut

Sc. 180

Pnl. A

Bg.

day night

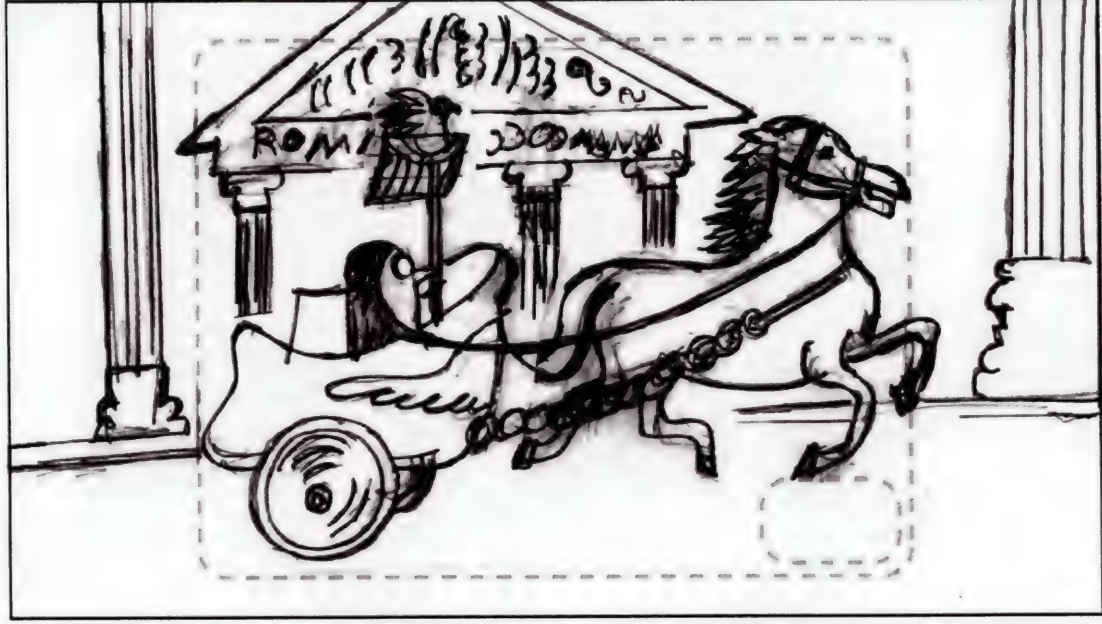


Sc. 181

Pnl. A

Bg.

day night



Dialog:
Action:
Timing:

OCT 09 2011

EPISODE #

1025-191

Production :

1025/198

1025/198

ADVENTURE TIME



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Sc. 182 Pnl. A Bg. day night



Sc. 183 Pnl. A Bg. day night



Dialog:
Action:
Timing:

OCT 09 2014

Production :

EPISODE # 1025-198

1025/198

1025/198

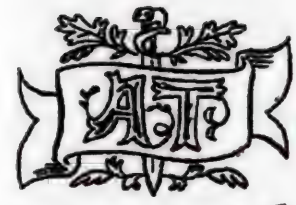
© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

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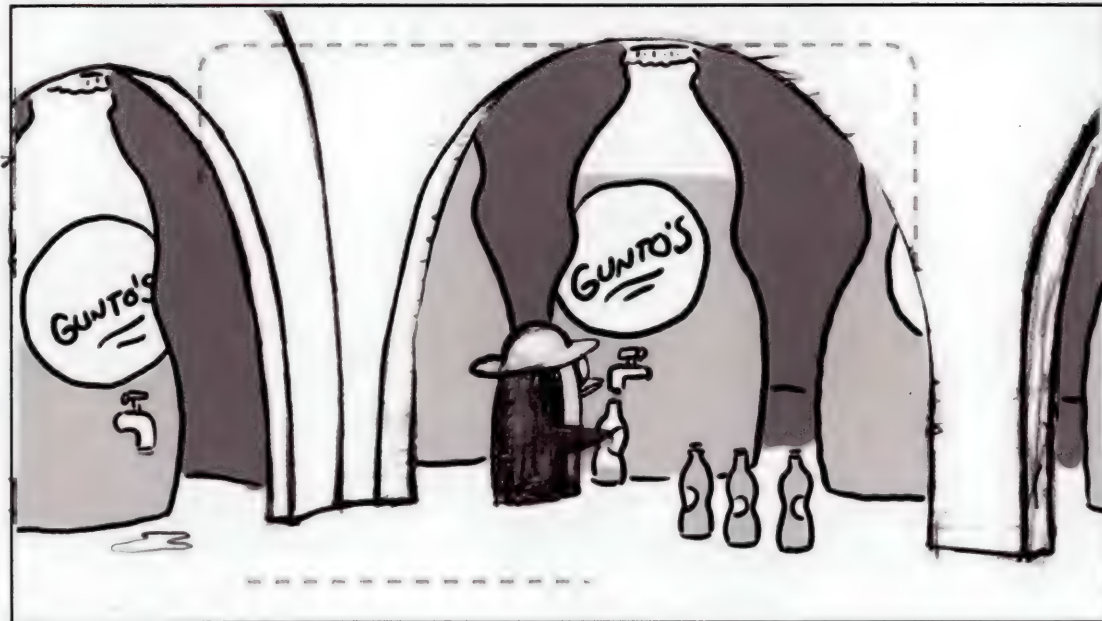
Cut

ADVENTURE TIME

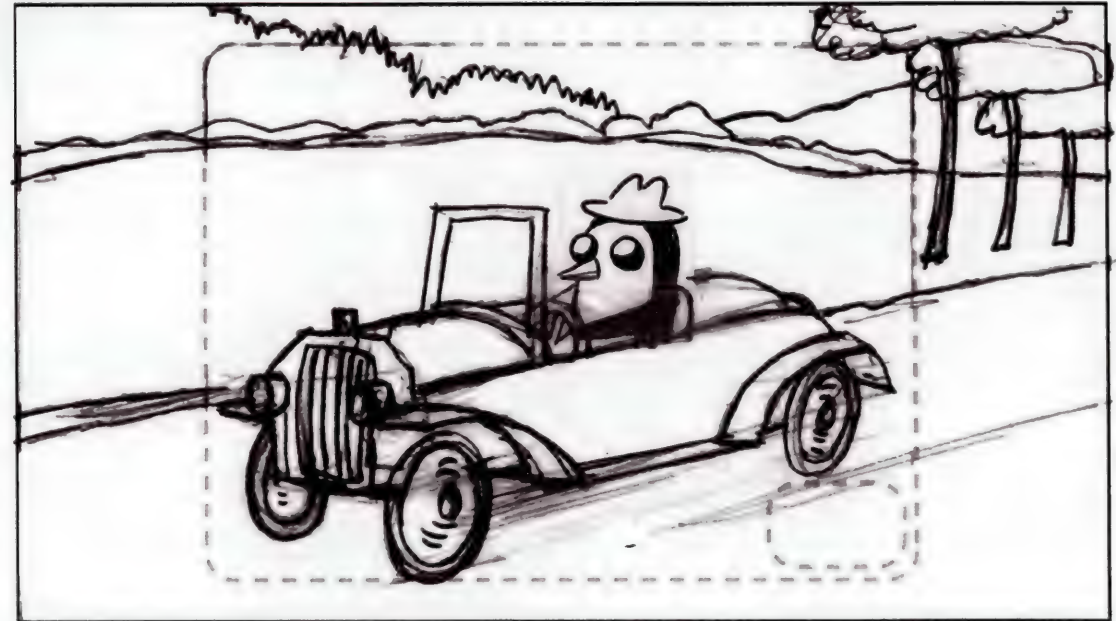


Cut

Sc. 184 Pnl. A Bg. day night



Sc. 185 Pnl. A Bg. day night



Cut

Dialog:

Action:

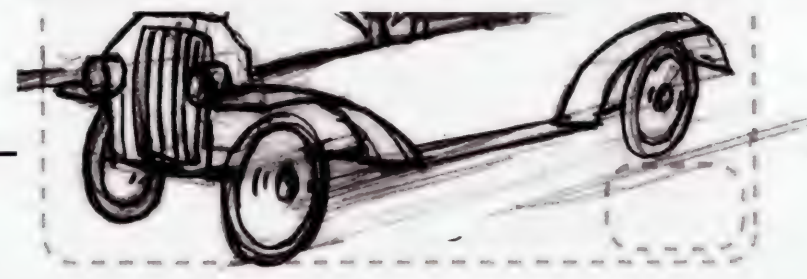
Timing:

(A)



(A)

OCT 09 2014



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EPISODE #

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Production :

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ADVENTURE TIME



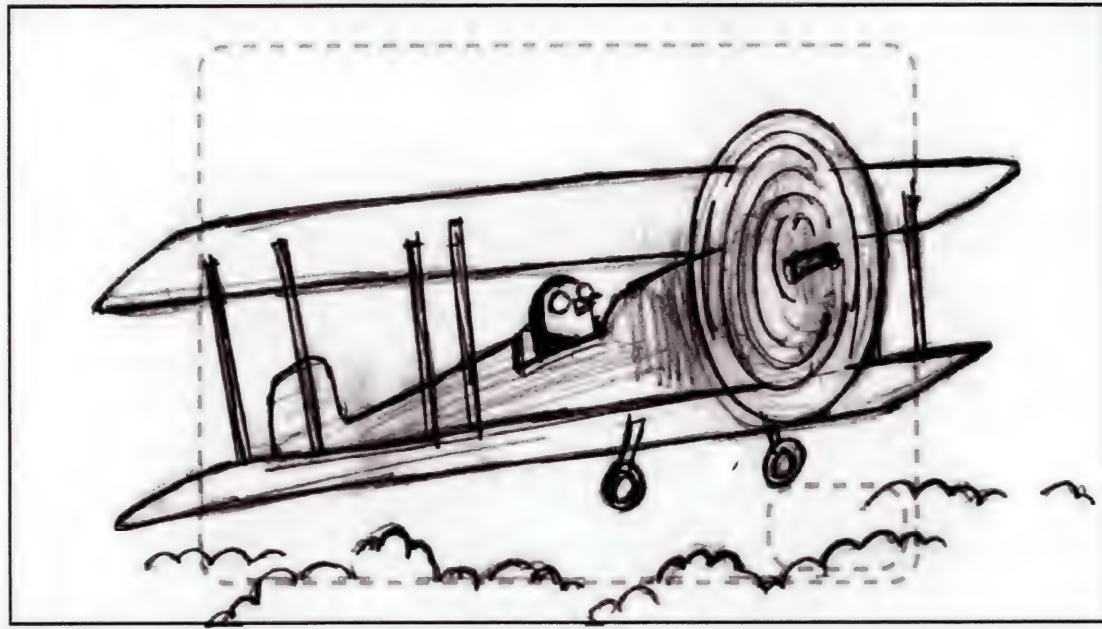
Page 360

Sc. 186

Pnl. A

Bg.

day night

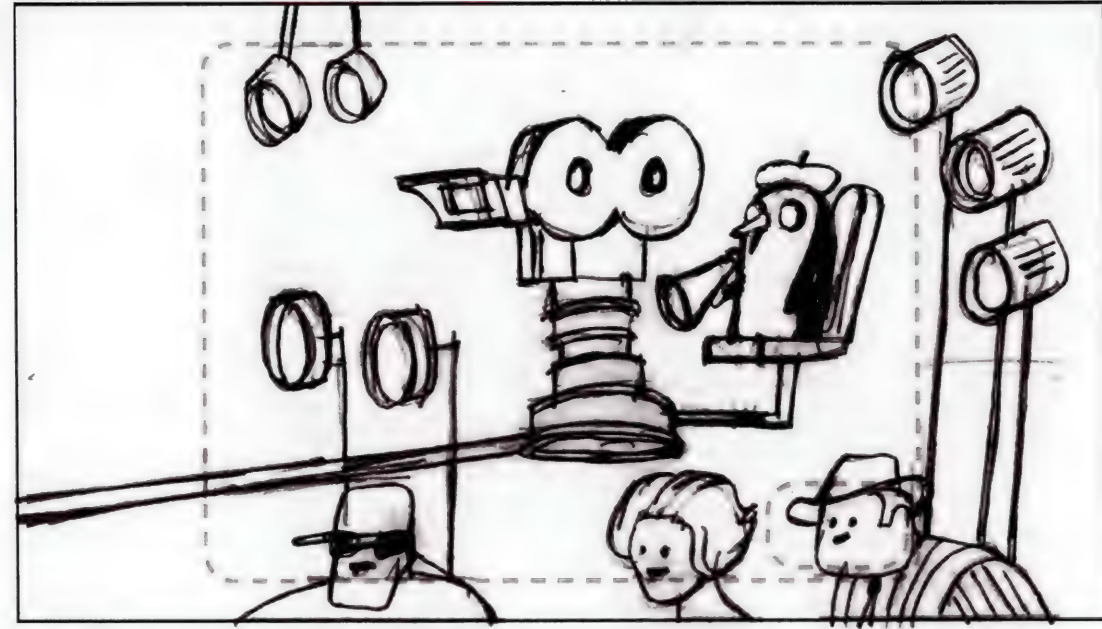


Sc. 187

Pnl. A

Bg.

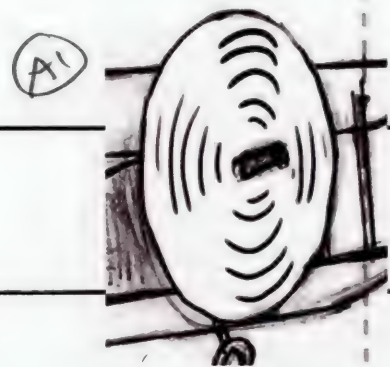
day night



Dialog:

Action:

Timing:



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EPISODE #

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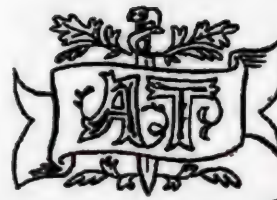
Production :

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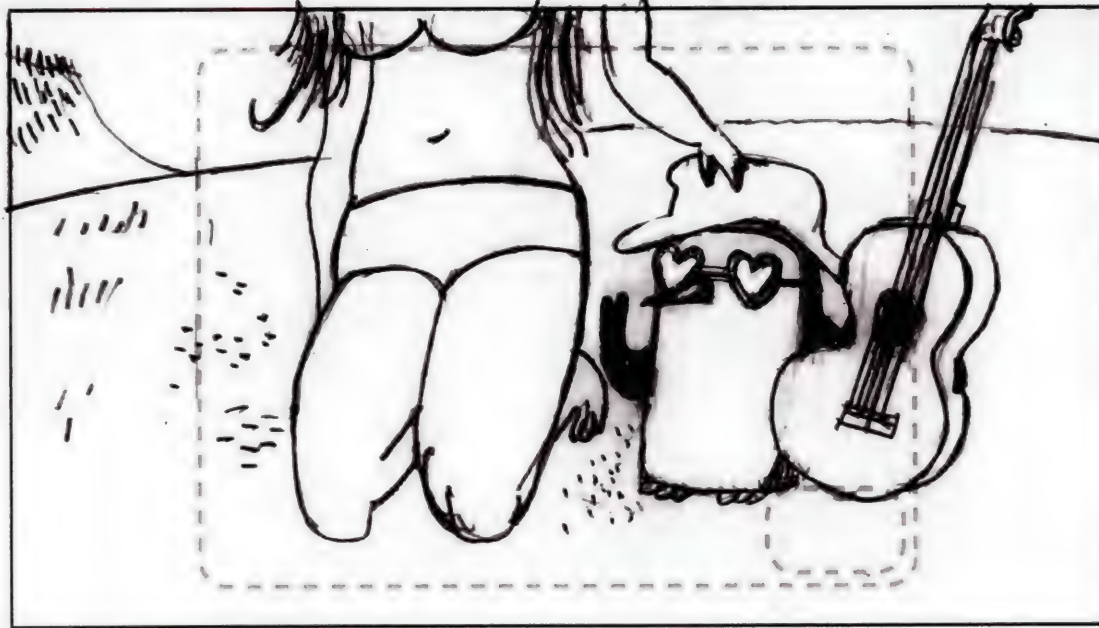
Page 361

Sc. 188

Pnl. A

Bg.

day night



Sc. 189

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:



OCT 09 2014

EPISODE #

Production :

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1025/198

ADVENTURE TIME



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Sc. 190

Pnl. A

Bg.

day night

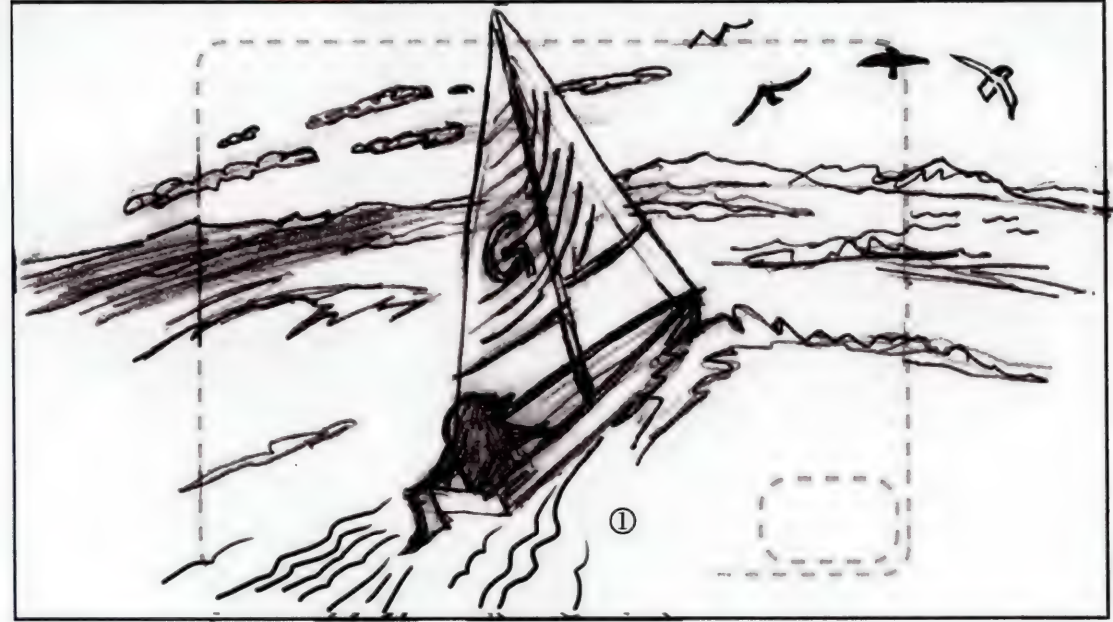


Sc. 191

Pnl. A

Bg.

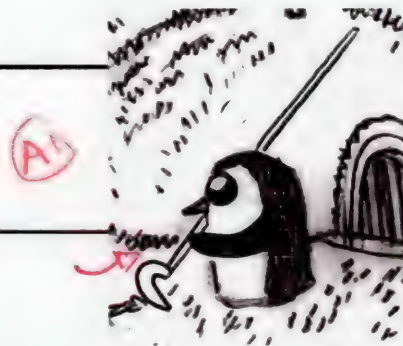
day night



Dialog:

Action:

Timing:



OCT 09 2014
(A1)

(2)

EPISODE #

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Production :

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ADVENTURE TIME



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Sc. 192

Pnl. A

Bg.

day night

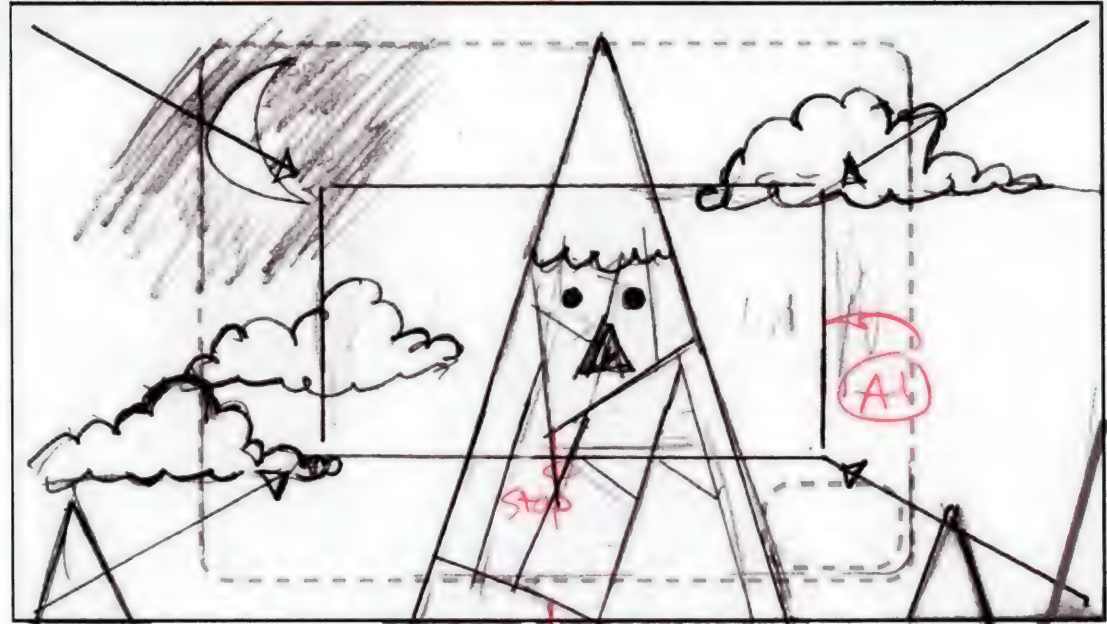


Sc. 193

Pnl. A

Bg.

day night



Dialog:

Action:

TRUCK IN ON I.K. MOUNTAIN
(NIGHT)

Timing:

OCT 09 2014

EPISODE #

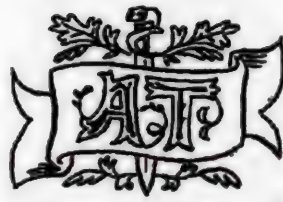
Production :

1025-198

1025/198

1025/198

ADVENTURE TIME



NO SC 195

Sc. Pnl. Bg. day night

Sc. 194 Pnl. A Bg. day night

Cut

1025-195

EPISODE #

1025/198

Dialog:

XDIS XX

Action:

Timing:

ON GUNTER, WORN OUT.
[PRESENT TIME... NOT A FLASHBACK]

OCT 09 2014

Production :

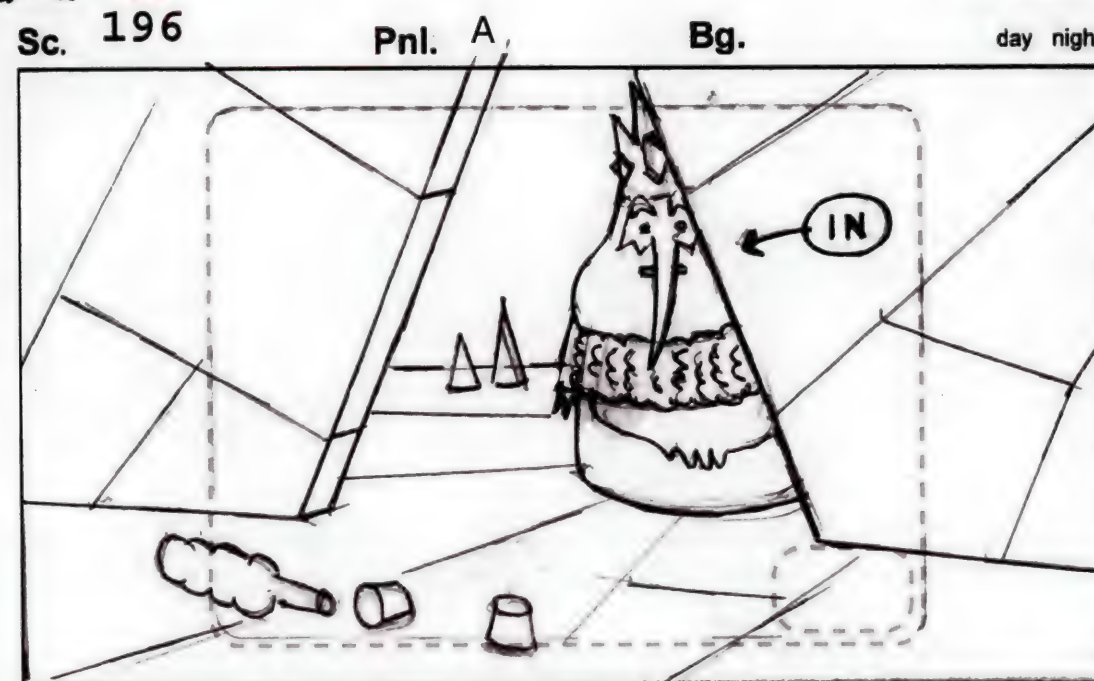
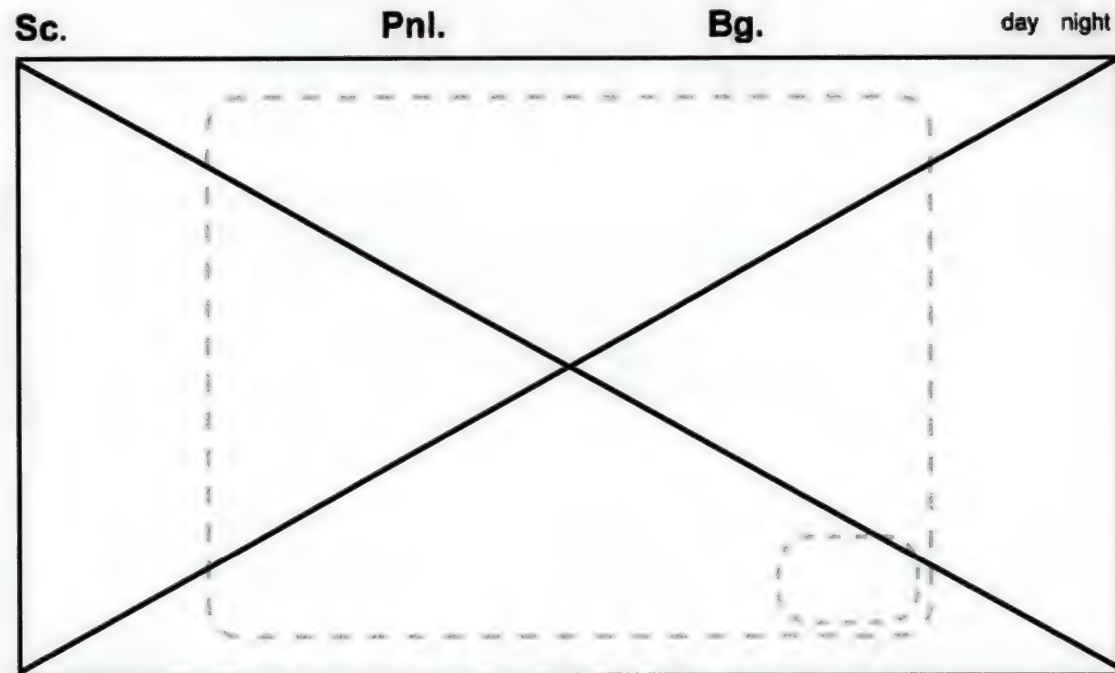
1025/198

1025/198

ADVENTURE TIME



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Dialog:

IK: GUNTER?

Action:

WIDER ON GUNTER

I.K. ENTERS THE MAIN ROOM
FROM HIS BEDROOM.

OCT 09 2014

Timing:

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EPISODE #

1025/198

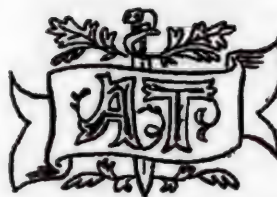
Production :

1025/198

1025/198

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ADVENTURE TIME

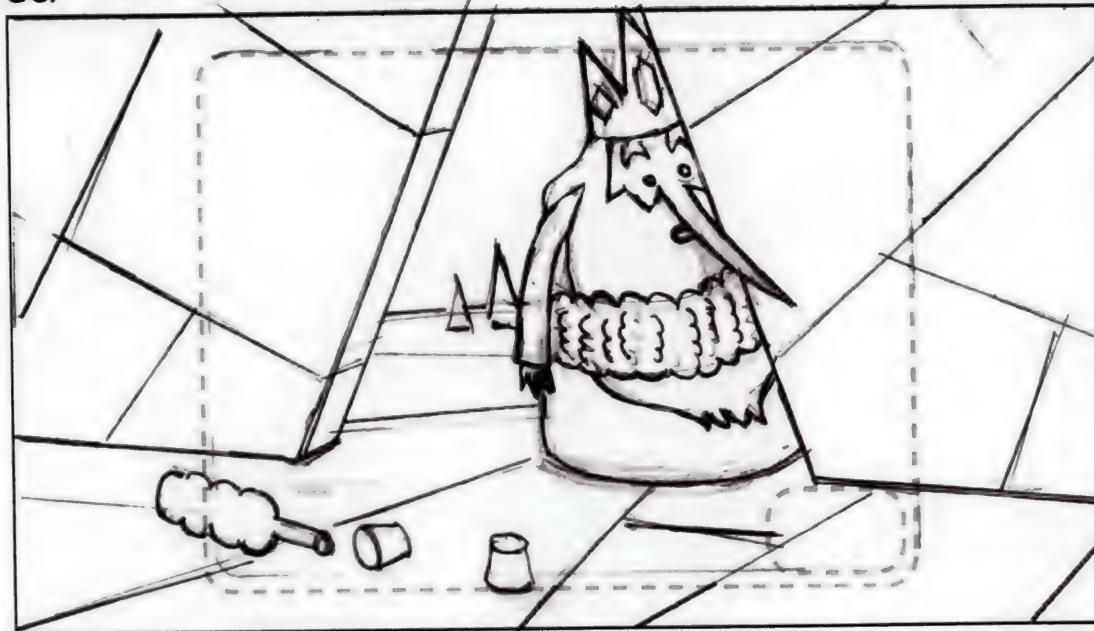


Page 366

Sc. 196 *cont* Pnl. B Bg. day night



Sc. 196 *cont* Pnl. C Bg. day night



Dialog:

IK: GUNTER!

Action:

OCT 09 2011

Timing:

Cont

1025-198

EPISODE #

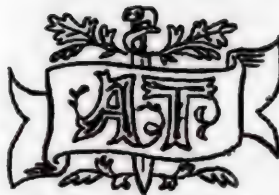
1025/198

Production :

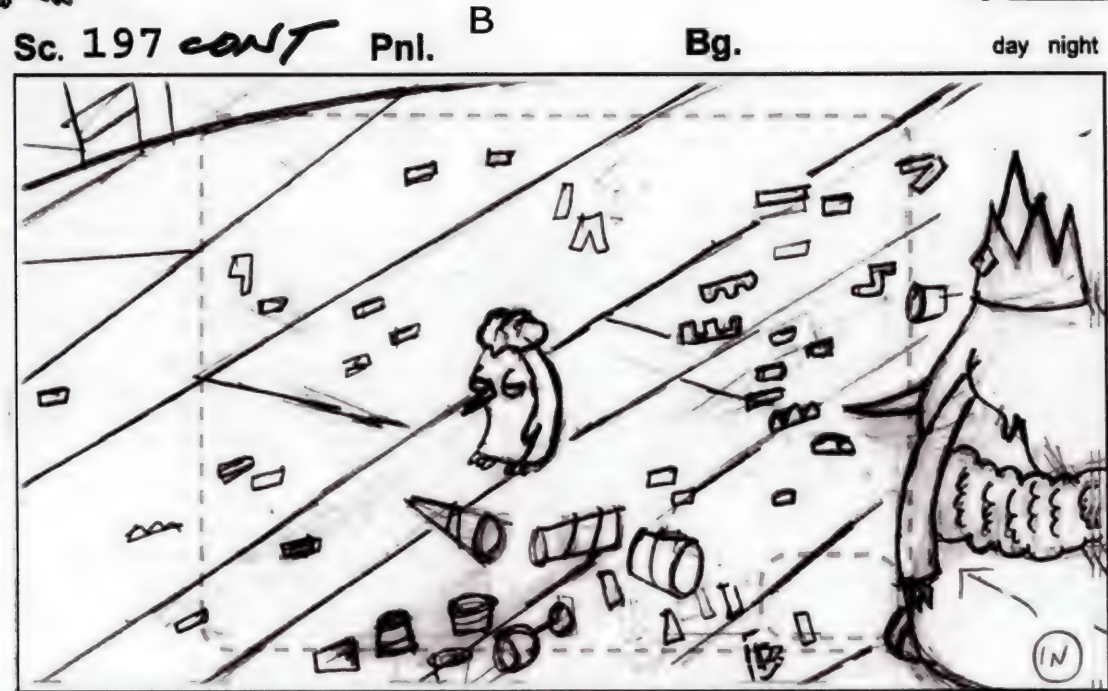
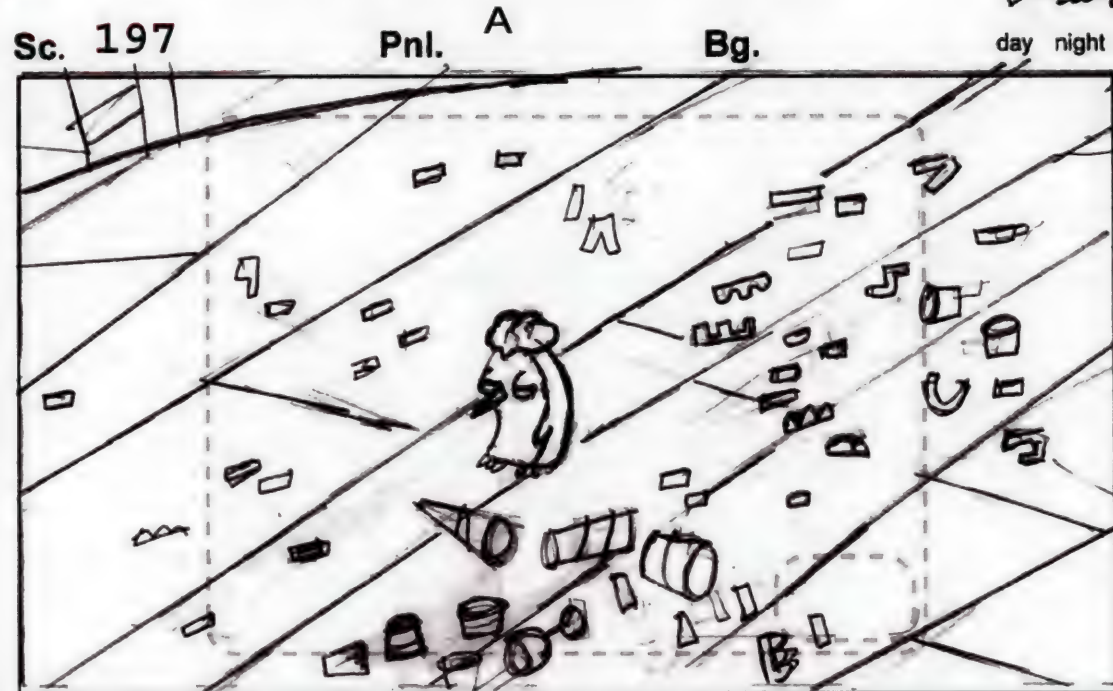
1025/198

1025/198
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ADVENTURE TIME



Page 367



Dialog:

Action:

WIDE ON GUNTER.

I.K. ENTERS.

OCT 09 2014

Timing:

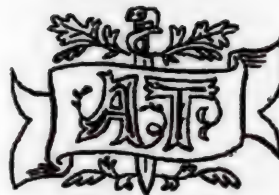
Production :

EPISODE # 1025-198

1025/198

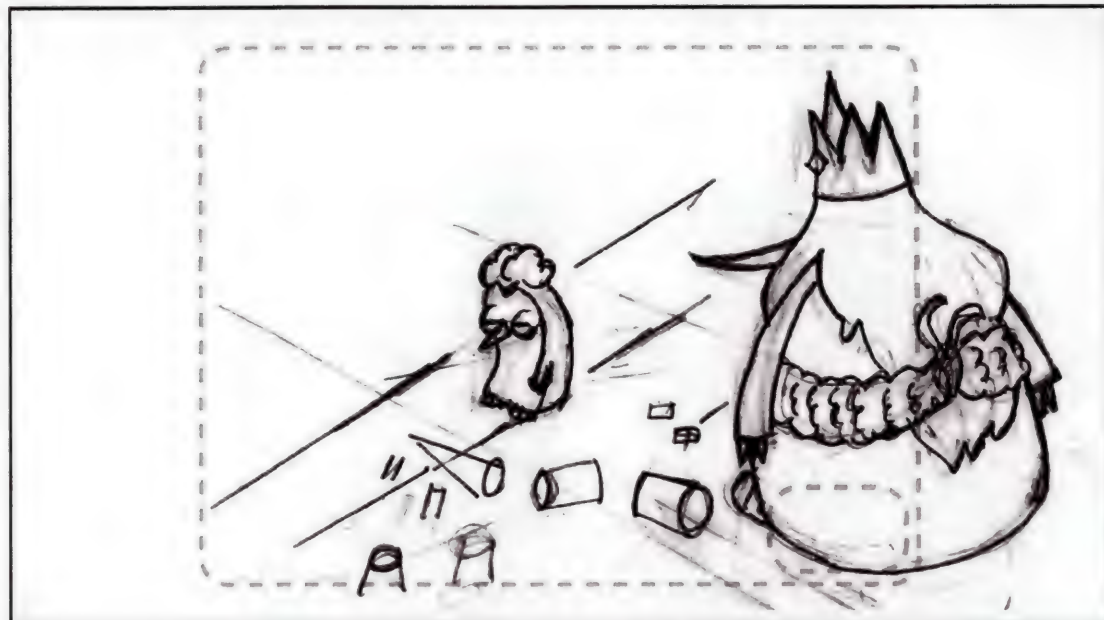
1025/198

ADVENTURE TIME

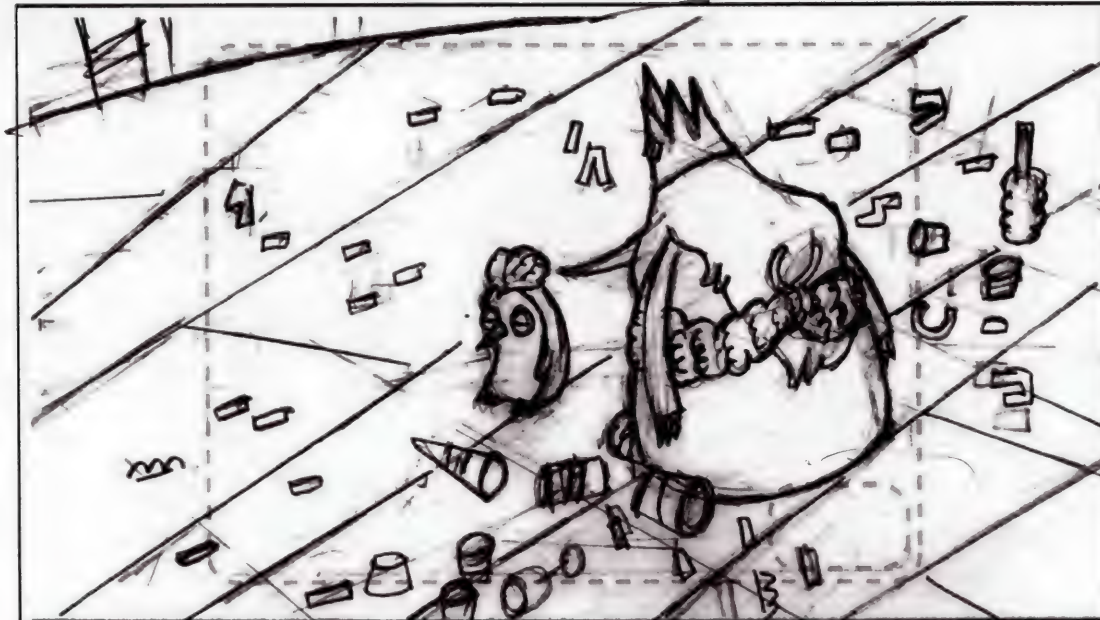


Page 368

Sc. 197 *cont* Pnl. C Bg. day night



Sc. 197 *cont* Pnl. D Bg. day night



Dialog:

IK: THAT'S A BAD BOY, GUNTER!

IK: YOU WRECKED DADDY'S ---

Action:

OCT 09 2014

Timing:

1025-198

EPISODE #

1025/198

Production :

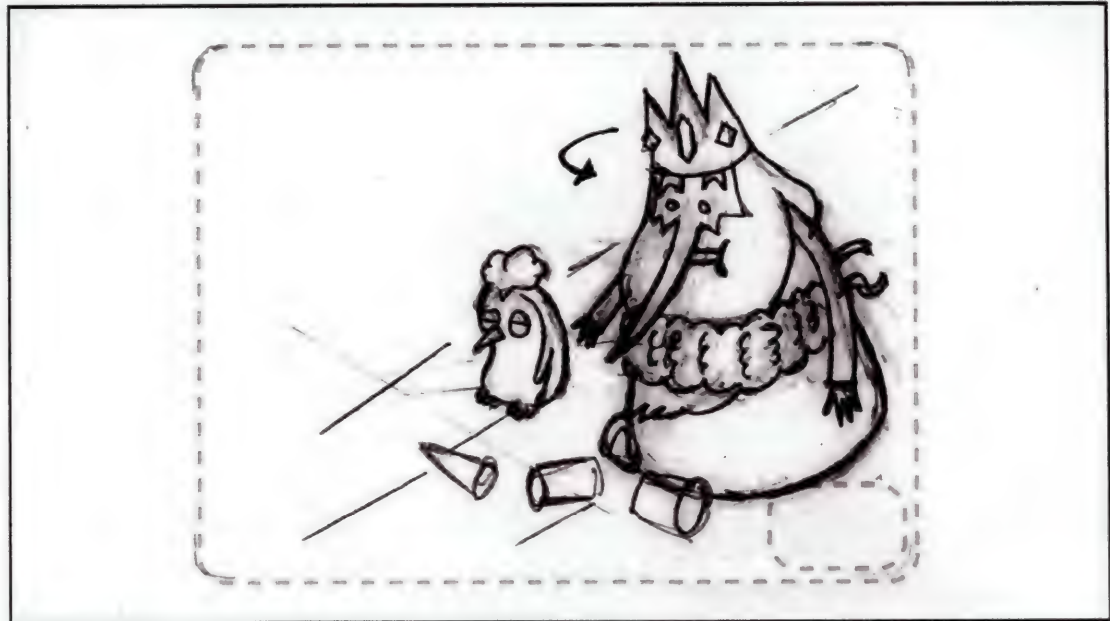
1025/198

ADVENTURE TIME



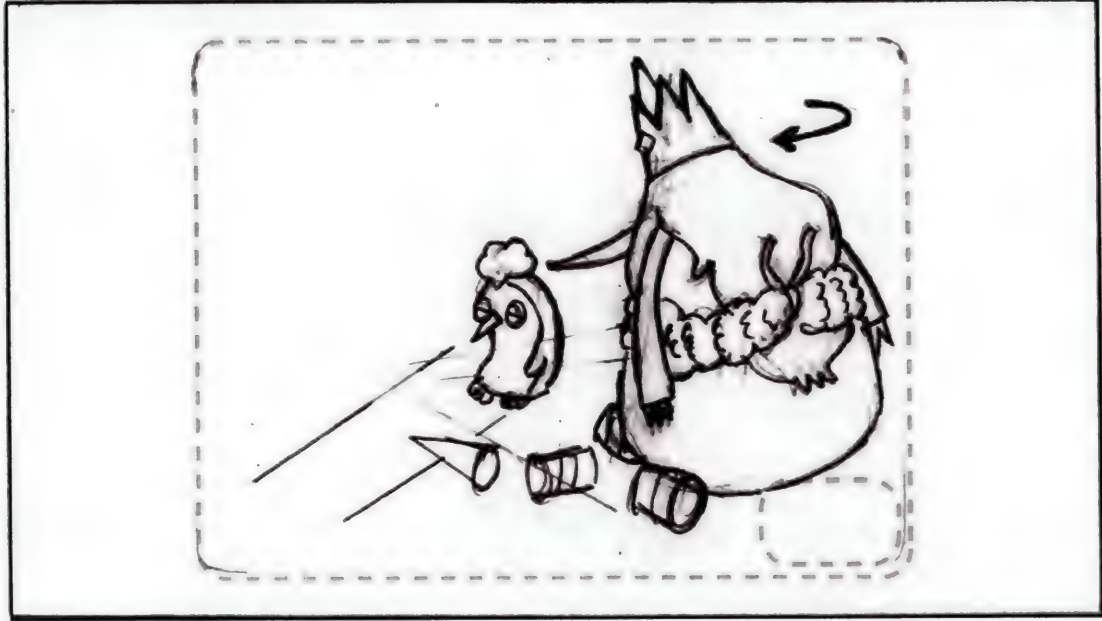
Sc. 197 *CONT* Pnl. E Bg.

day night



Sc. 197 *CONT* Pnl. F Bg.

day night



Dialog:	<u>IK</u> : "...STUFF AGAIN."	<u>IK</u> : ^(vo) "AW, LOOKIT THAT —"
Action:		
Timing:		

OCT 09 2014

HV
CUT

EPISODE # 1025-198

Production :

1025/198

1025/108

1025/198



ADVENTURE TIME

Page 370

Sc. 198

Pnl. A

Bg.

day night



Sc. 198

cont

Pnl. B

Bg.

day night



Dialog:

Action:

CUT TO: CLOSER ON
GUNTER.

I.K. LEANS IN.

OCT 09 2014

Timing:

Production :

EPISODE #

1025-198

1025/198

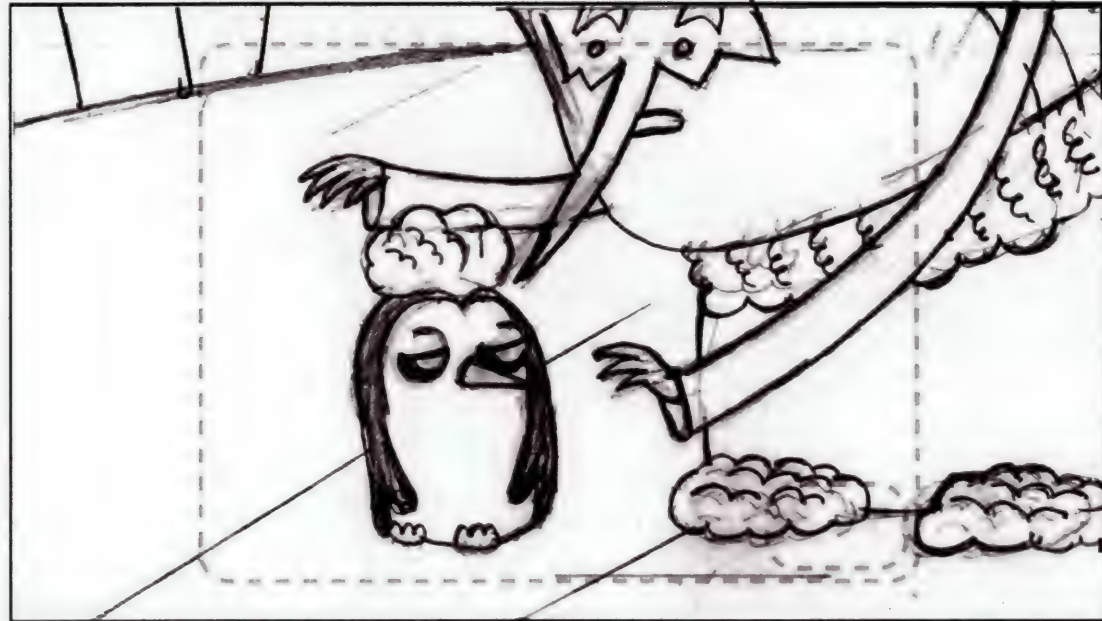
1025/198

ADVENTURE TIME

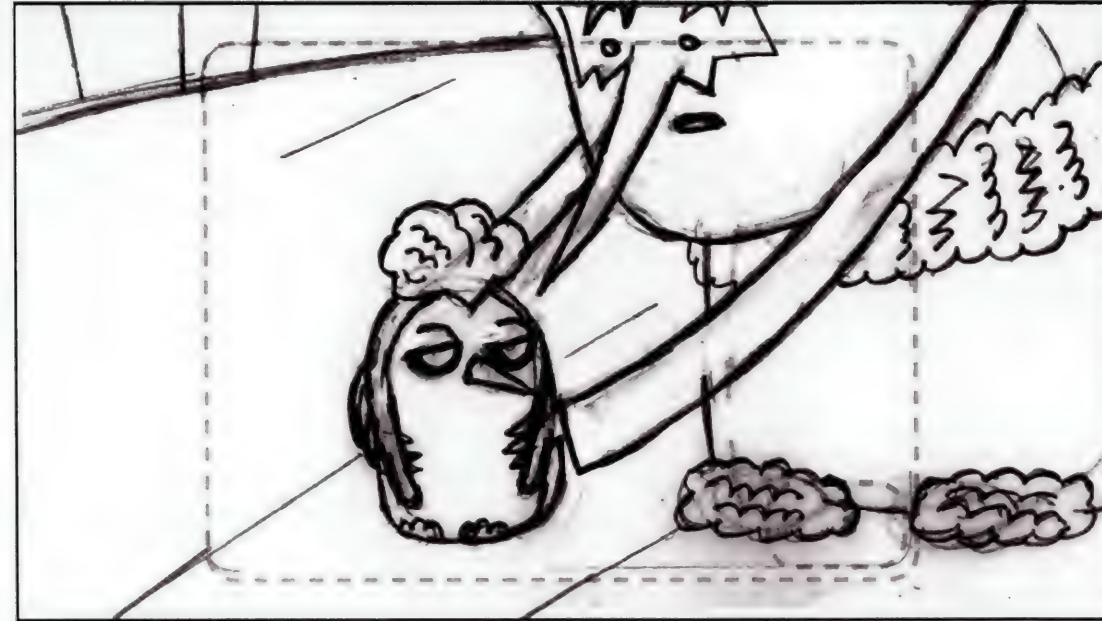


Page 371

Sc. 198 *cont* Pnl. C Bg. day night



Sc. 198 *cont* Pnl. D Bg. day night



Dialog:	
Action:	I.K. GRABS GUNTER.
Timing:	OCT 09 2014

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1025/198

Production :

1025/108

1025/198

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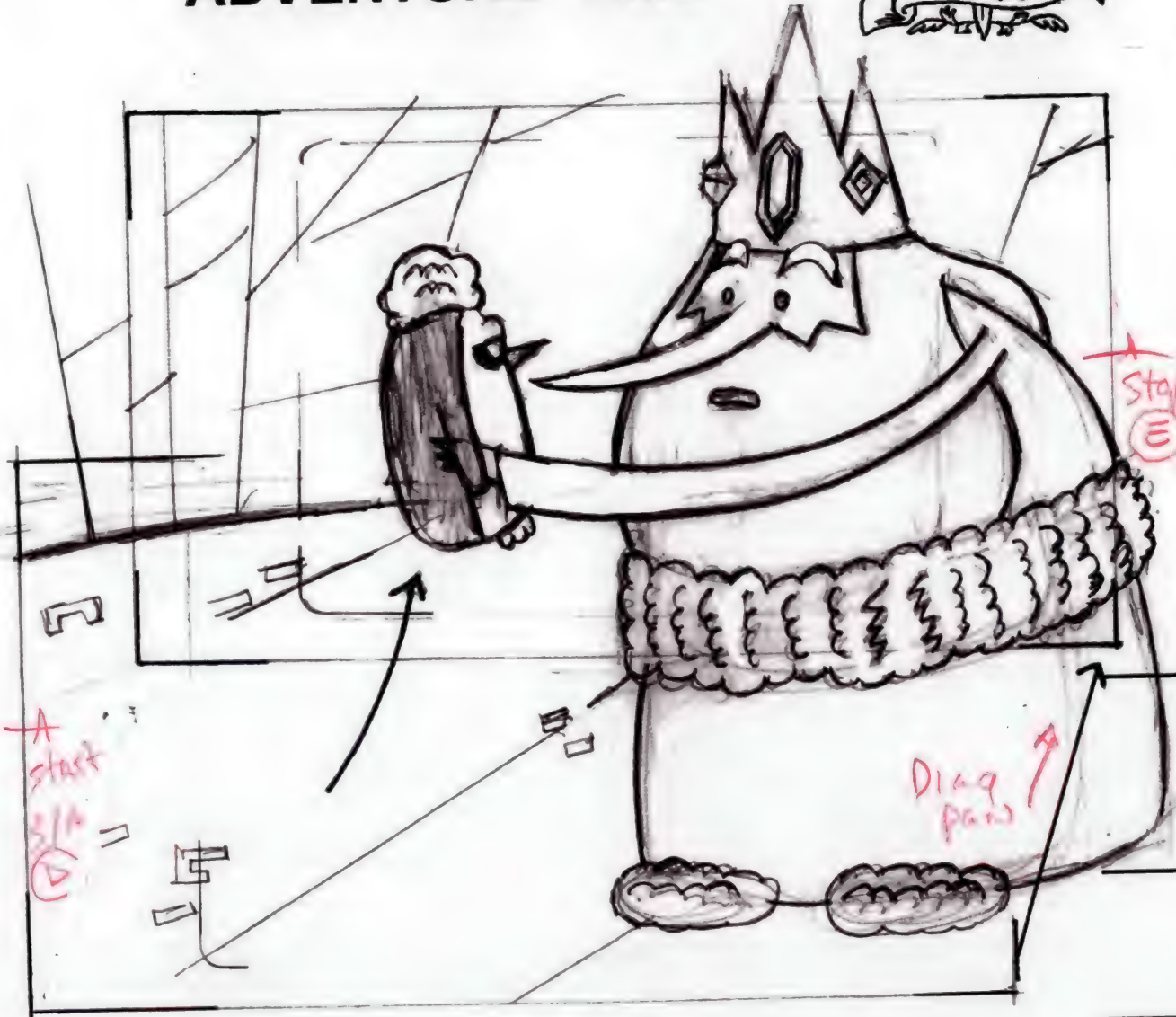
ADVENTURE TIME



Sc. 198 *cont* Pnl. E

Bg.

Page 372
372A *next*
day night



Dialog:

LK: SOME OF YOUR STUFFING'S
PEEKIN' OUT ...

Action:

L.K. PICKS UP GUNTER.

OCT 09 2014

Timing:

1025-198

EPISODE #

1025/198

Production :

1025/198

1025/198

ADVENTURE TIME



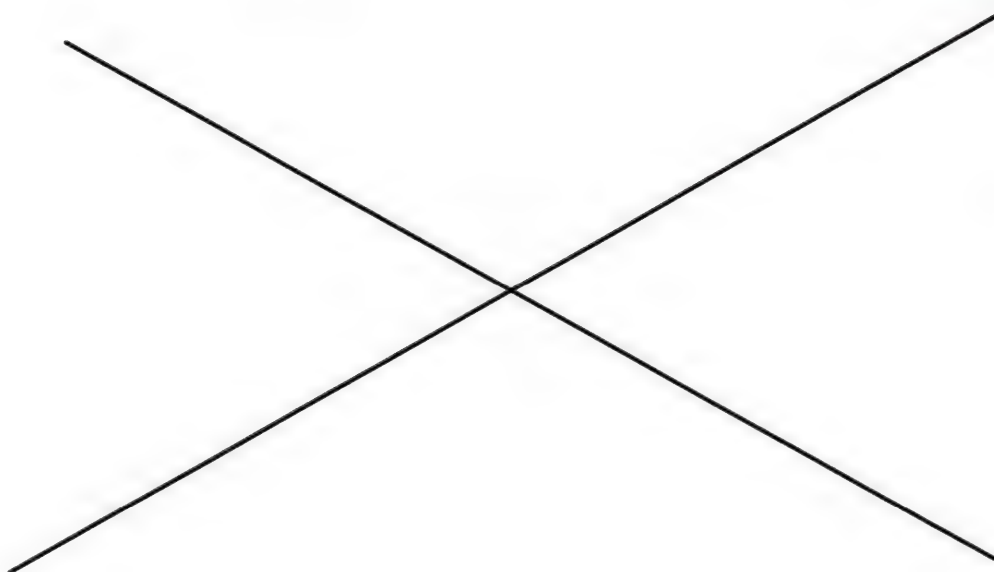
Sc. 198 *cont* Pnl.

F

Bg.

Page 372 A
373 *NEW*
day night

Cont



1025-198

EPISODE #

1025/198

Dialog:

Action:

OCT 09 2014

Timing:

Production :

1025/198

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Cut

ADVENTURE TIME



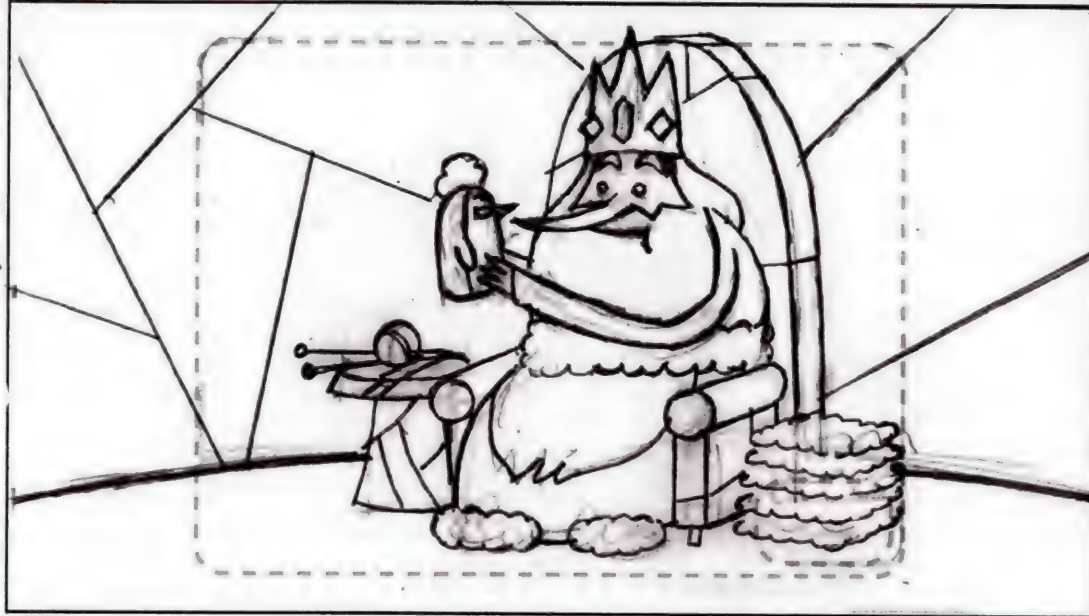
Page 373

Sc. 199

Pnl. A

Bg.

day night

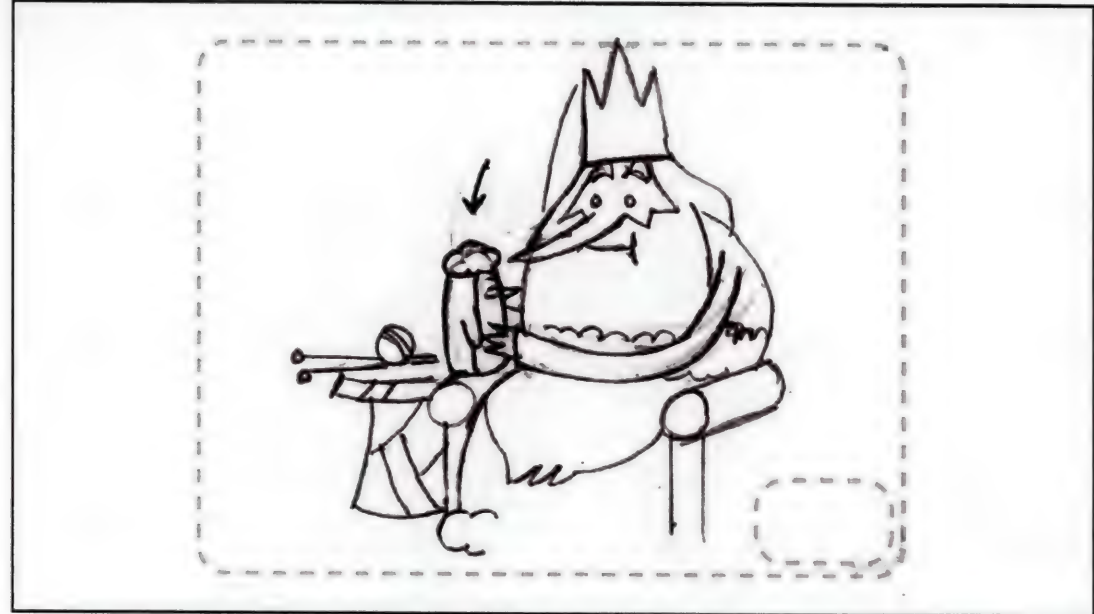


Sc. 199 *cont*

Pnl. B

Bg.

day night



Dialog:

Action:

I-K. PLACES GUNTER
ON THE CHAIR

OCT 09 2014

Timing:

EPISODE # 1025-198

Production :

1025/198

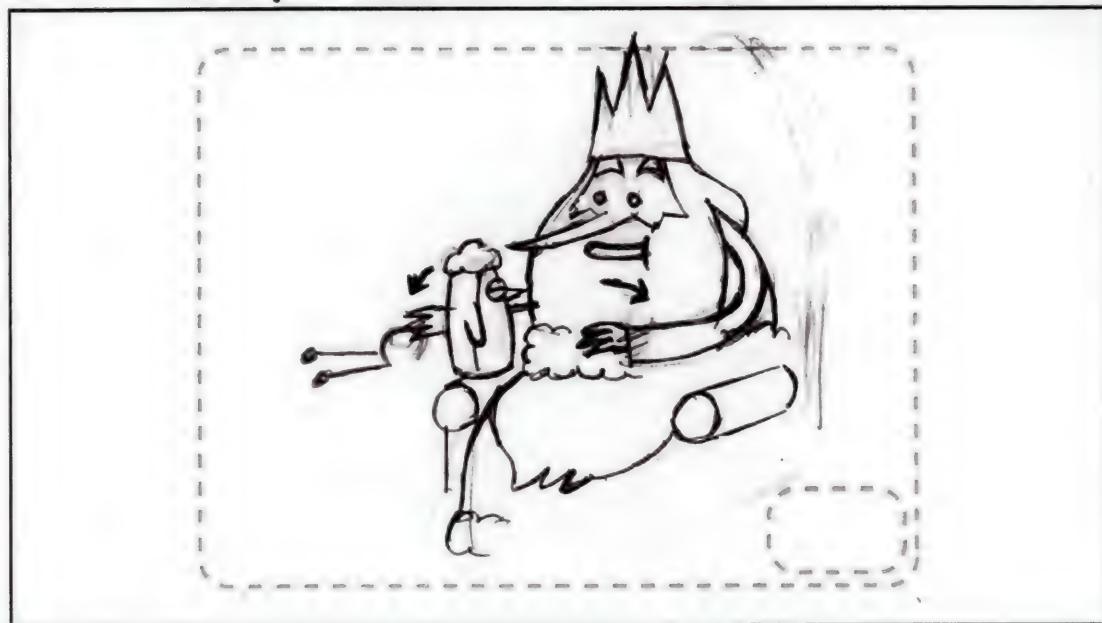
1025/198

ADVENTURE TIME

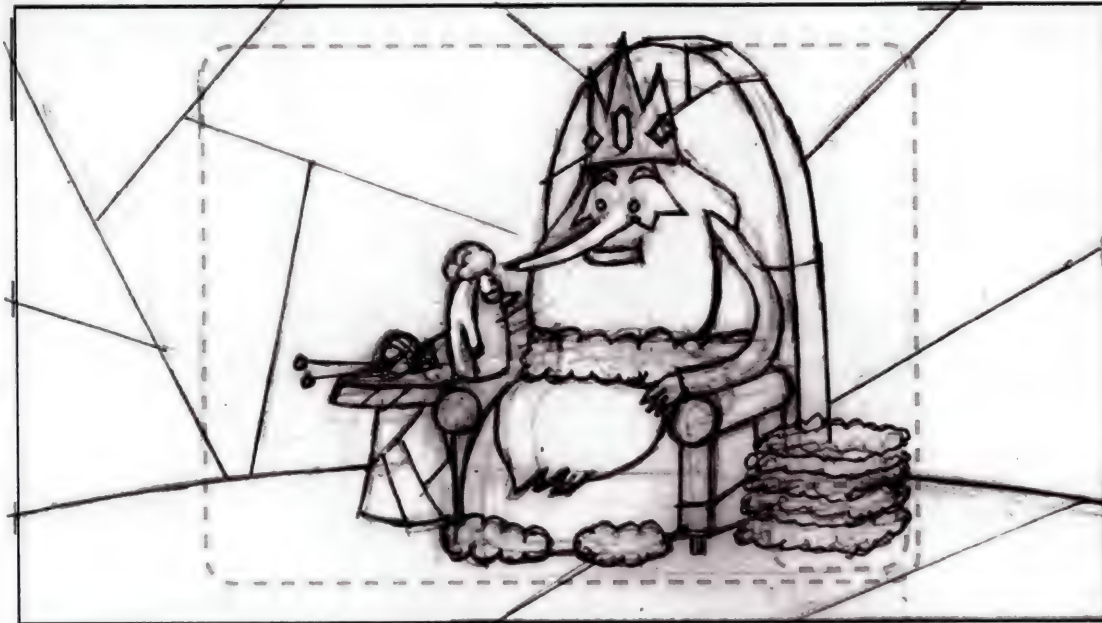


Page 374

Sc. 199 *cont* Pnl. C Bg. day night



Sc. 199 *cont* Pnl. D Bg. day night



Dialog:

IK : OKAY --

Action:

OCT 09 2014

Timing:

EPISODE # 1025-198

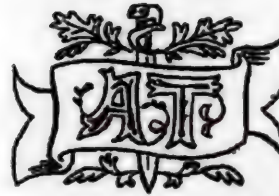
Production :

1025/198

1025/198

1025/198

ADVENTURE TIME



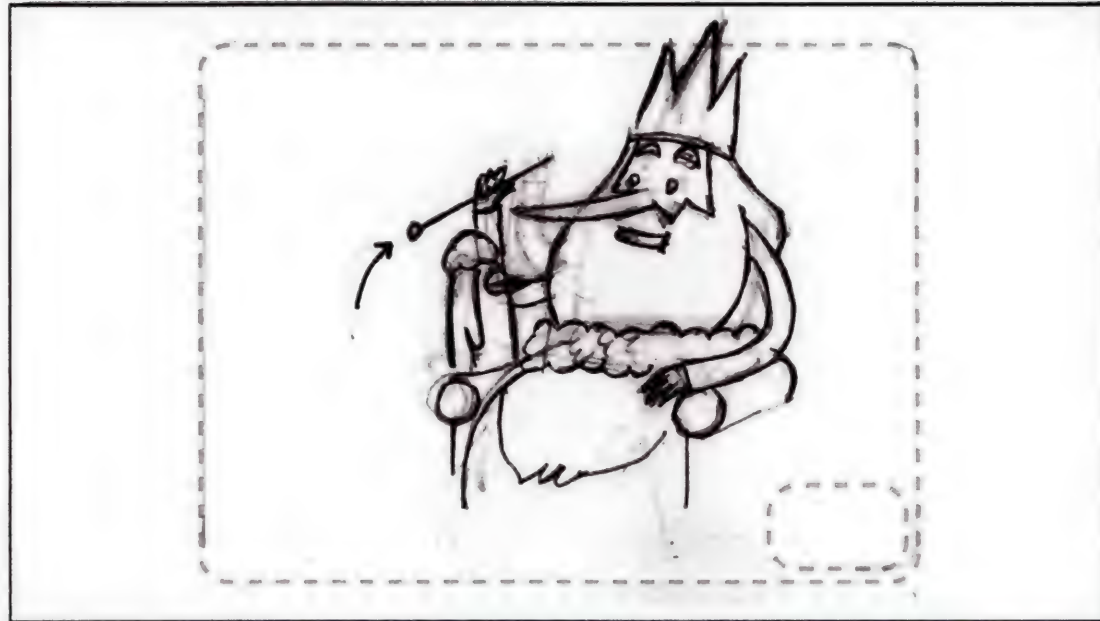
NO SC 200

Page 375

Sc. 199 *CONT* Pnl. E

Bg.

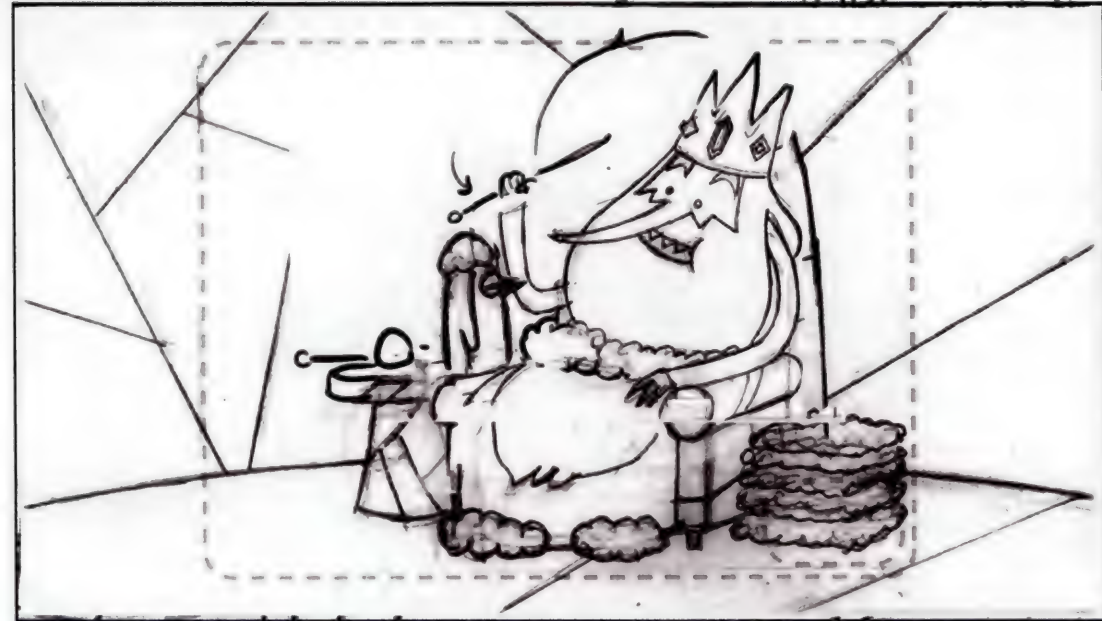
day night



Sc. 199 *CONT* Pnl. *F*

Bg.

day night



Dialog:

IK: GUNTER...

IK LETS JUST

Action:

I.K. PICKS UP
KNITTING NEEDLE.

OCT 09 2014

Timing:

EPISODE # 1025-198

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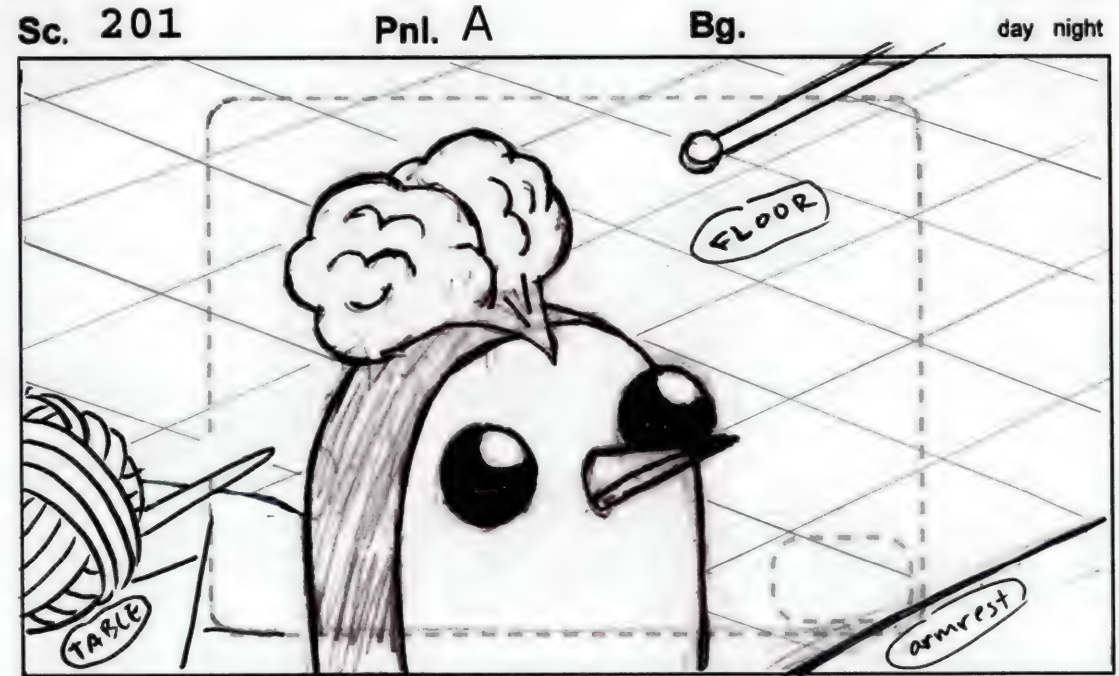
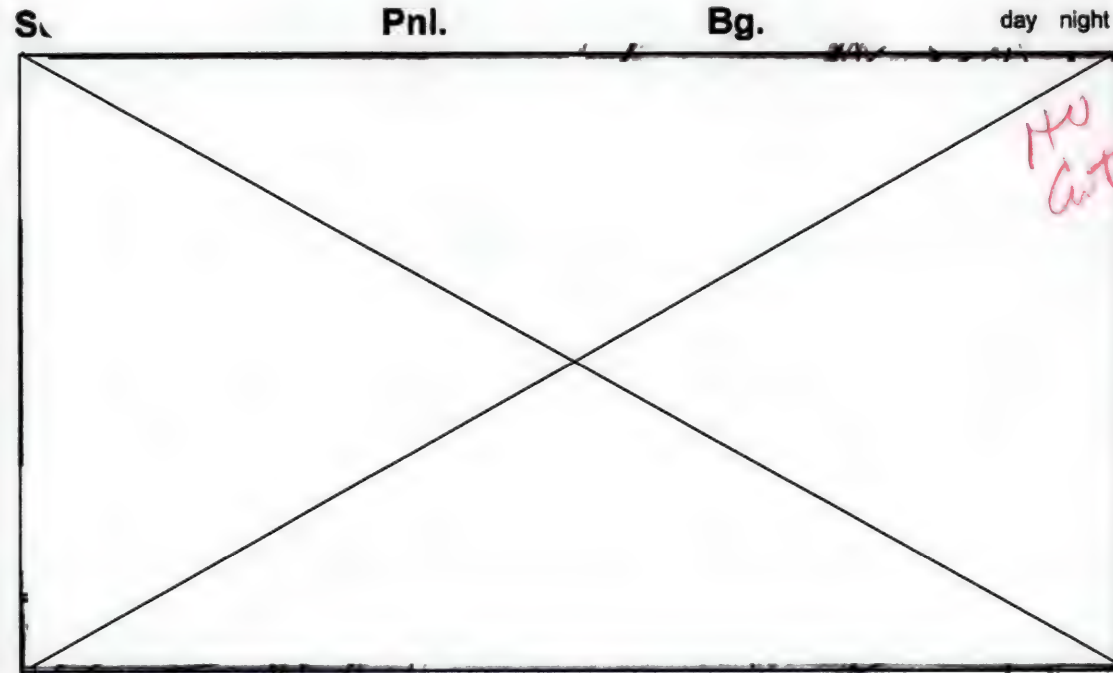
Production :

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ADVENTURE TIME



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Dialog:

Action:

Timing:

OCT 09 2014

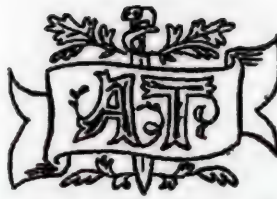
EPISODE # 1025-198

Production :

1025/198

1025/198

ADVENTURE TIME

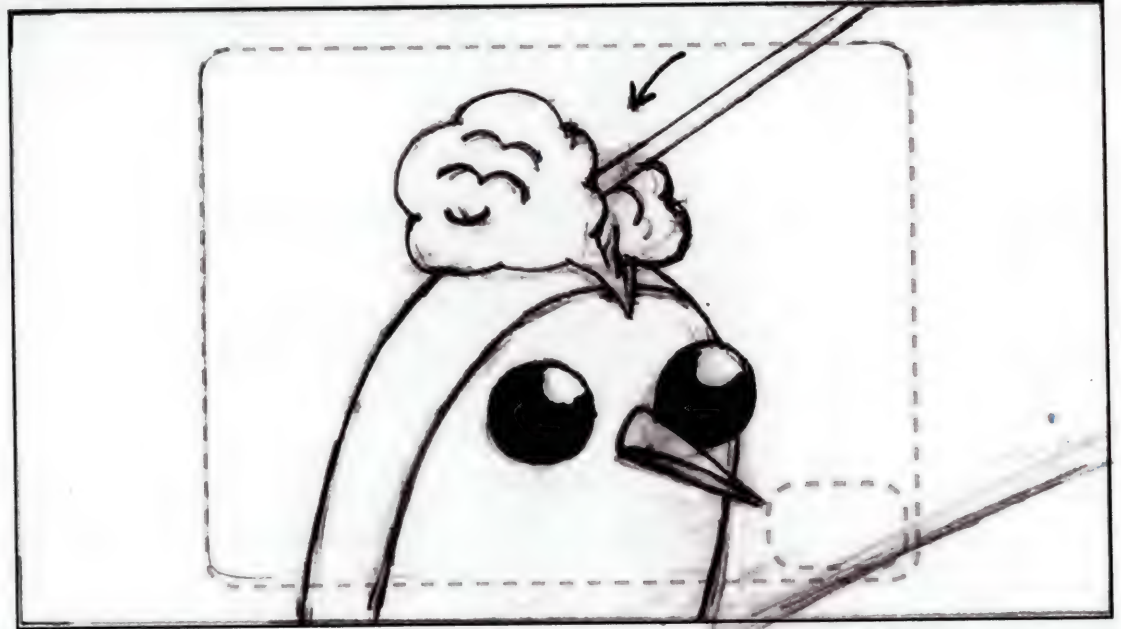


Page 377

Sc. 201 *cont* Pnl. B Bg. day night



Sc. 201 *cont* Pnl. C Bg. day night



Dialog:

IK: BOOOOOOOOP!
(0.9.)

Action:

I.K. CAREFULLY POKES
'STUFFING' BACK IN.

OCT 09 2014

Timing:

EPISODE # 1025-198

1025/198

Production :

1025/198

ADVENTURE TIME

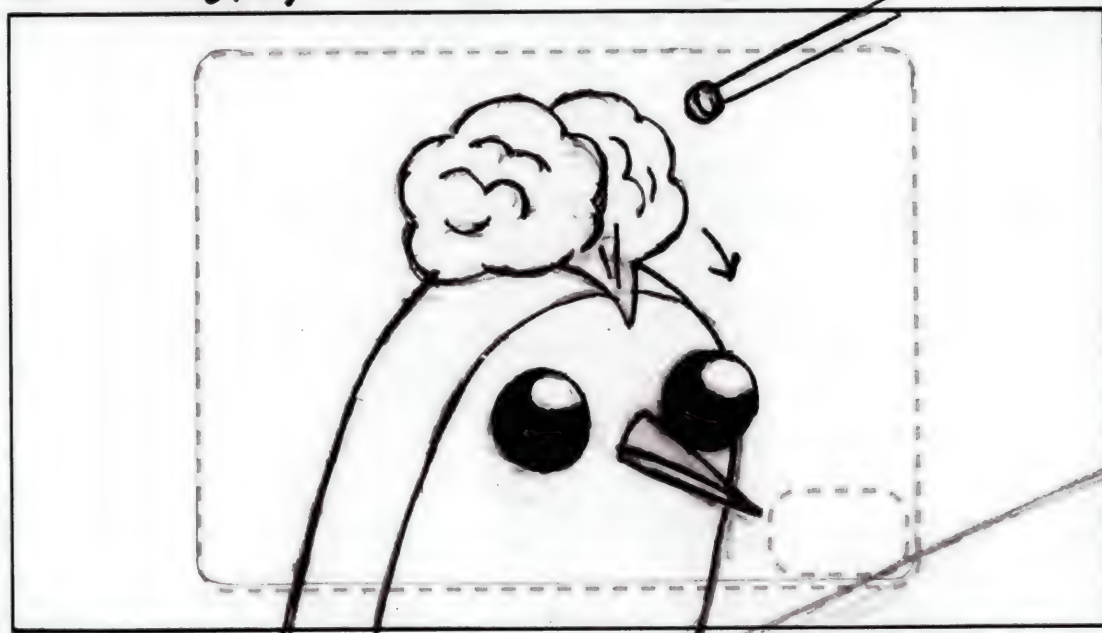


Page **378**

Sc. 201 *cont* Pnl. D

Bg.

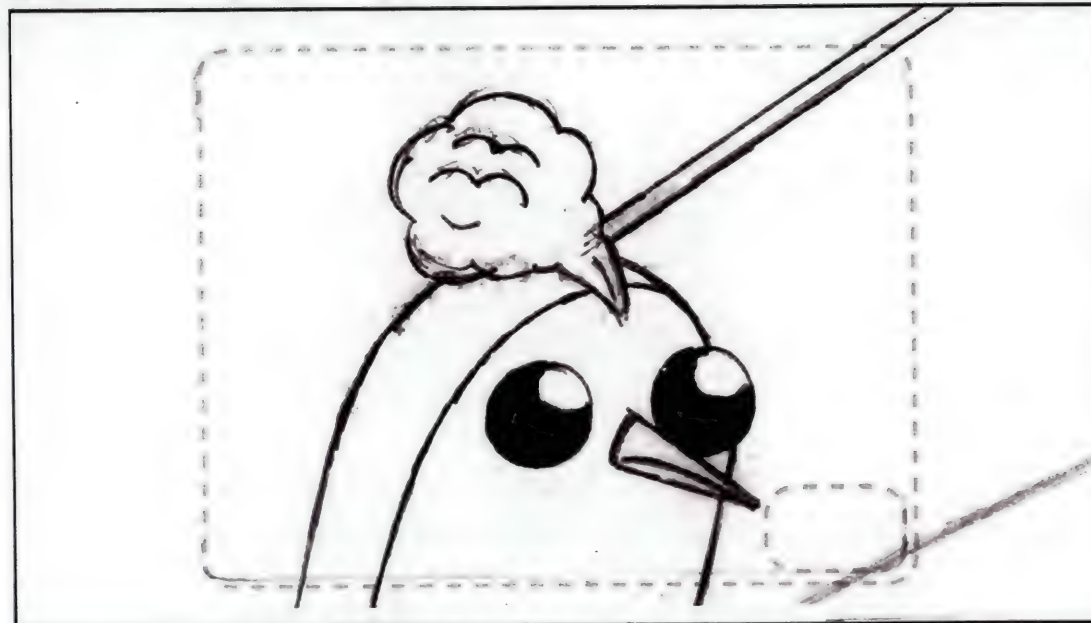
day night



Sc. 201 *cont* Pnl. E

Bg.

day night



Dialog:

IK: BEEP!

Action:

OCT 09 2014

Timing:

EPISODE # 1025-198

1025/198

Production :

1025/198



ADVENTURE TIME

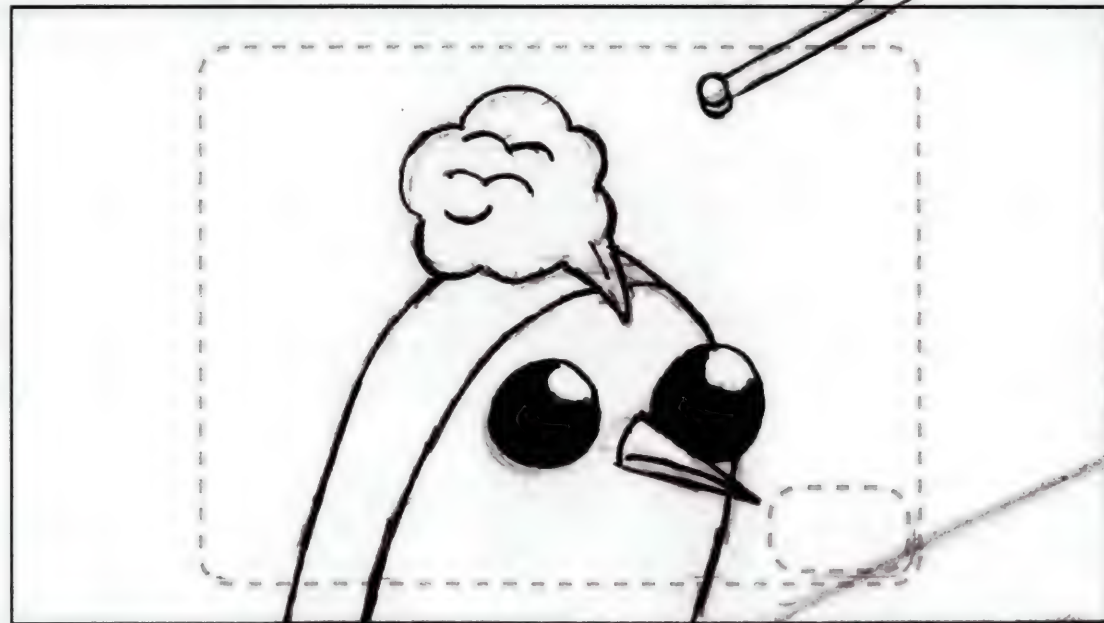
Page 379

Sc. 201 *CONT*

Pnl. F

Bg.

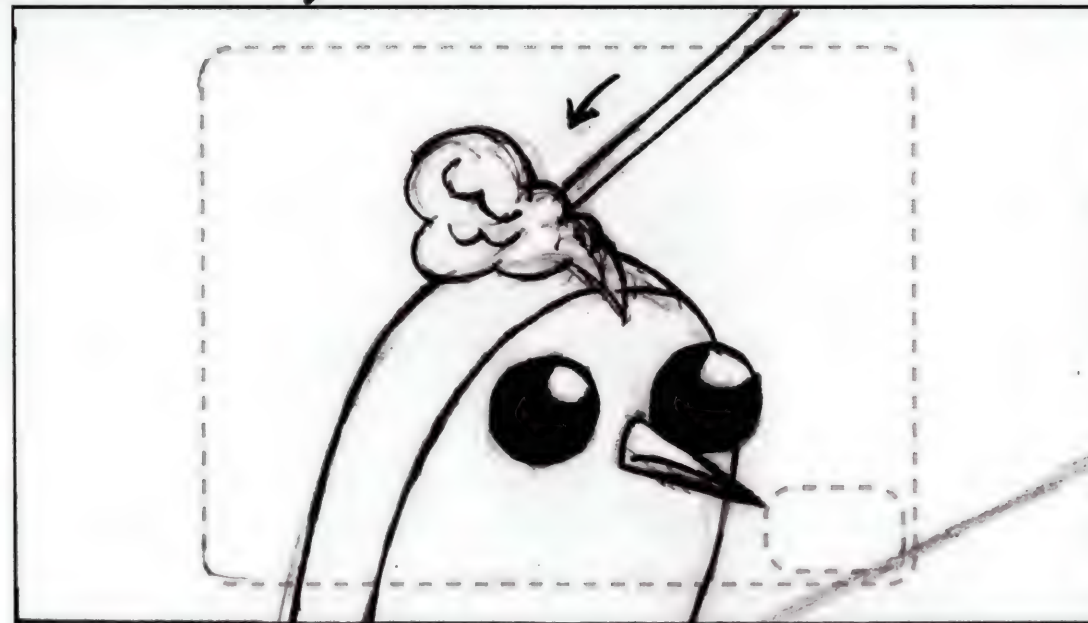
day night



Sc. 201 *CONT* Pnl. G

Bg.

day night



Dialog:

IK: BIP!

Action:

Timing:

OCT 09 2014

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EPISODE #

1025/198

Production :

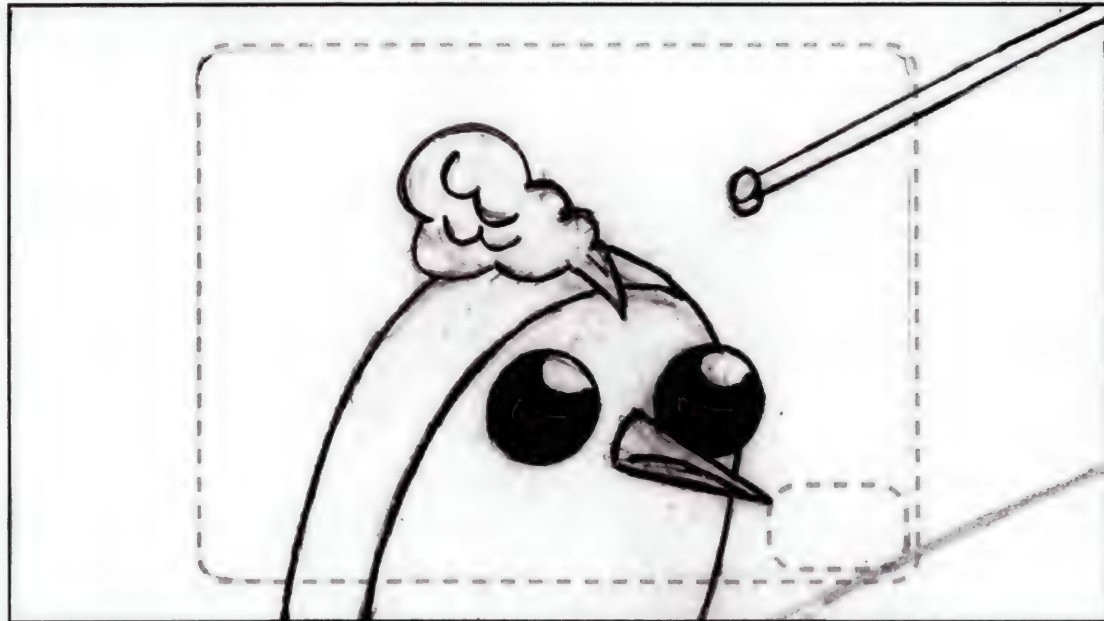
1025/198

ADVENTURE TIME

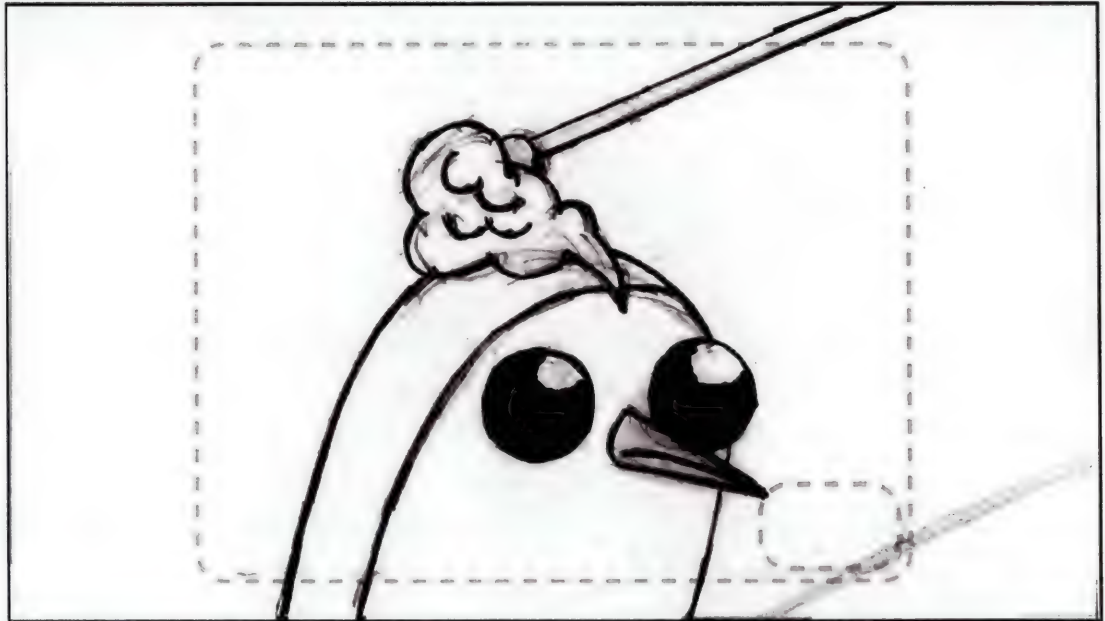


Page 380

Sc. 201 *cont* Pnl. H Bg. day night



Sc. 201 *cont* Pnl. I Bg. day night



Dialog:
Action:
Timing:

OCT 09 2014

Production :

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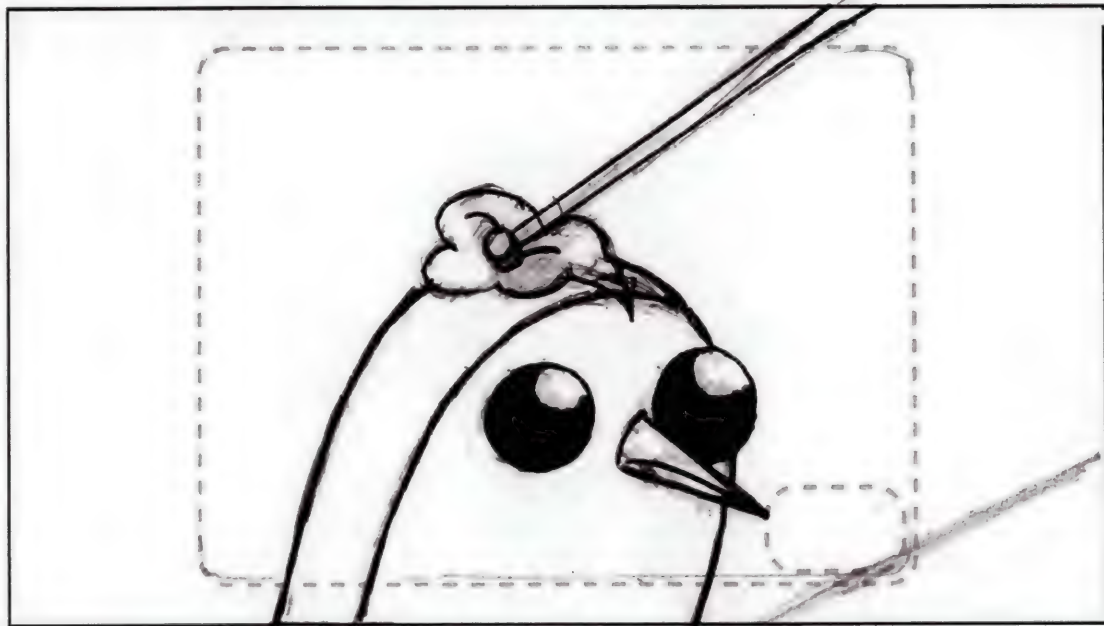


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Sc. 201 *CONT* Pnl. J

Bg.

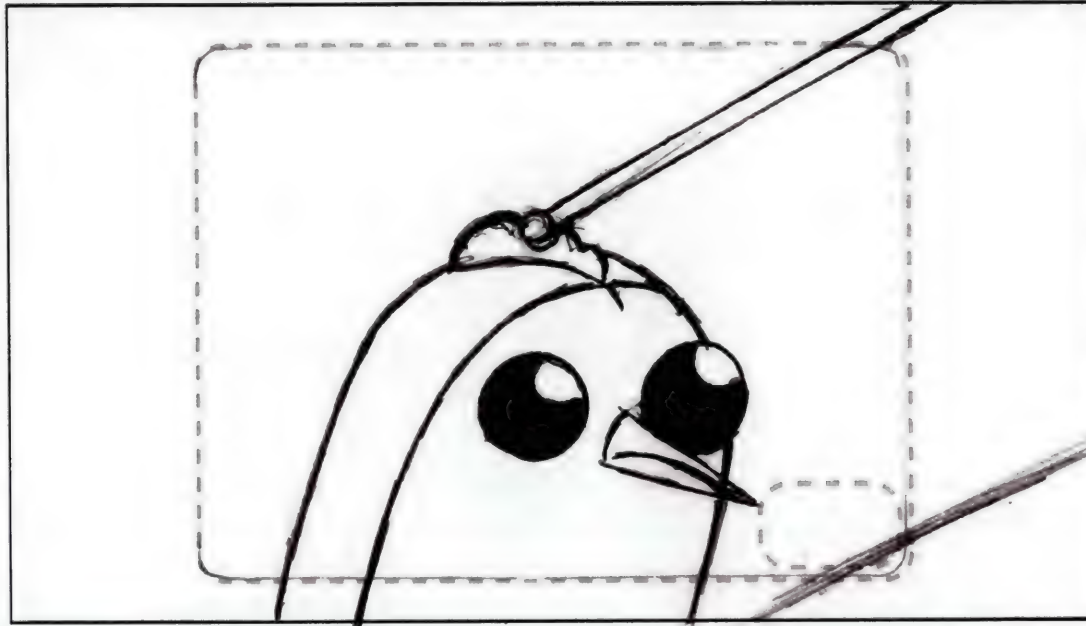
day night



Sc. 201 *CONT* Pnl. K

Bg.

day night



Dialog:

IK = BUP!

Action:

Timing:

OCT 09 2014

Production :

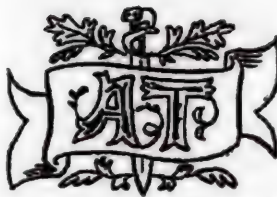
EPISODE #

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ADVENTURE TIME

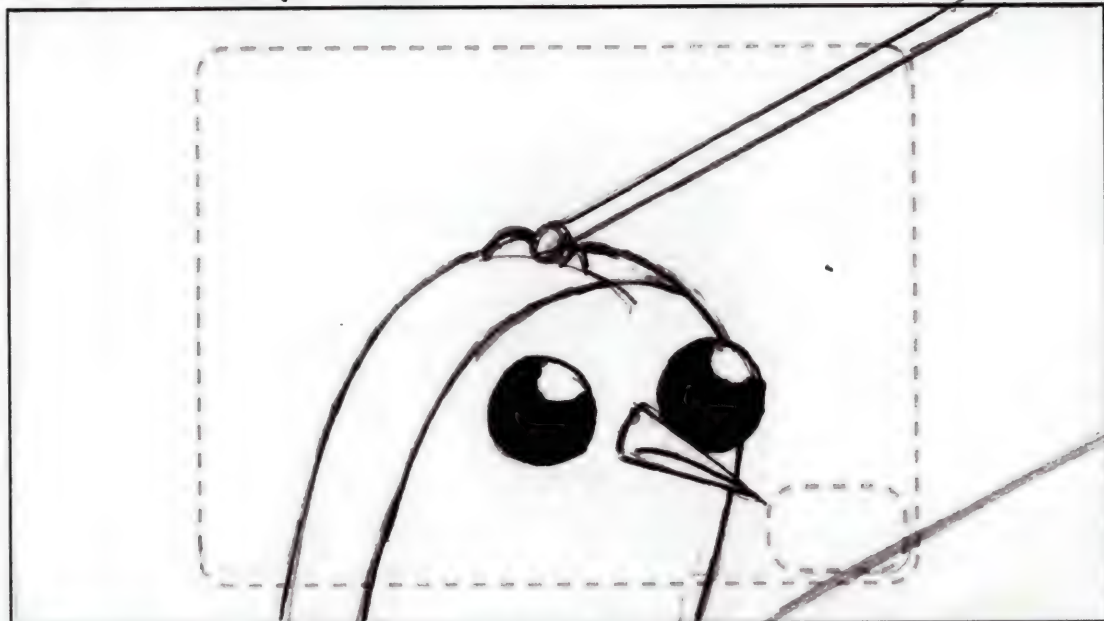


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Sc. 201 *cont* Pnl. L

Bg.

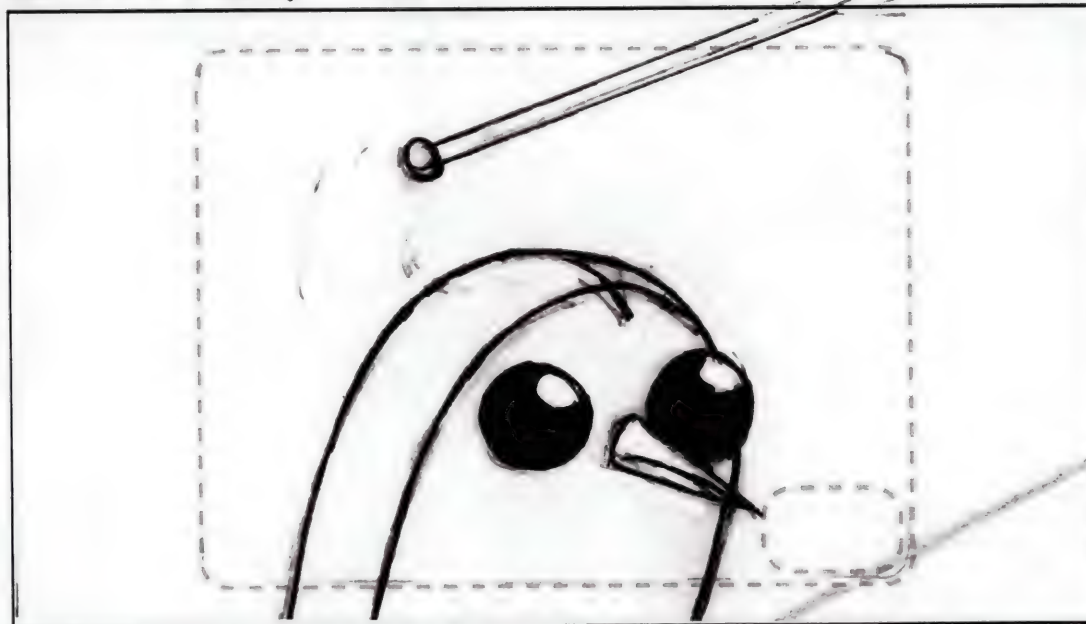
day night



Sc. 201 *cont* Pnl. M

Bg.

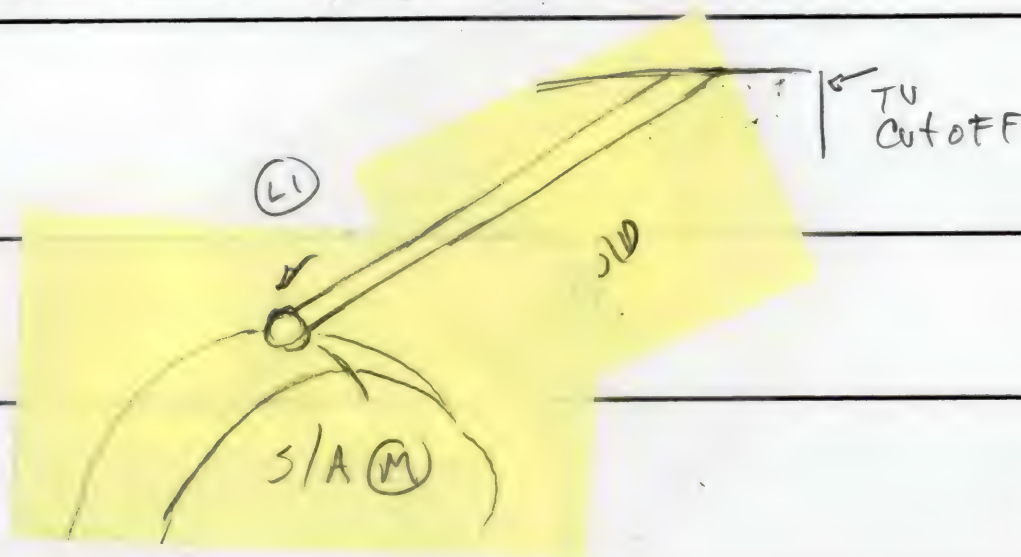
day night



Dialog:

Action:

Timing:



OCT 09 2011

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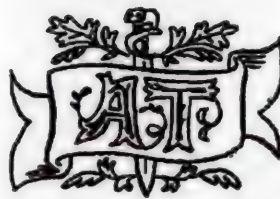
EPISODE #

1025/198

Production :

1025/198

ADVENTURE TIME



Ho Cut

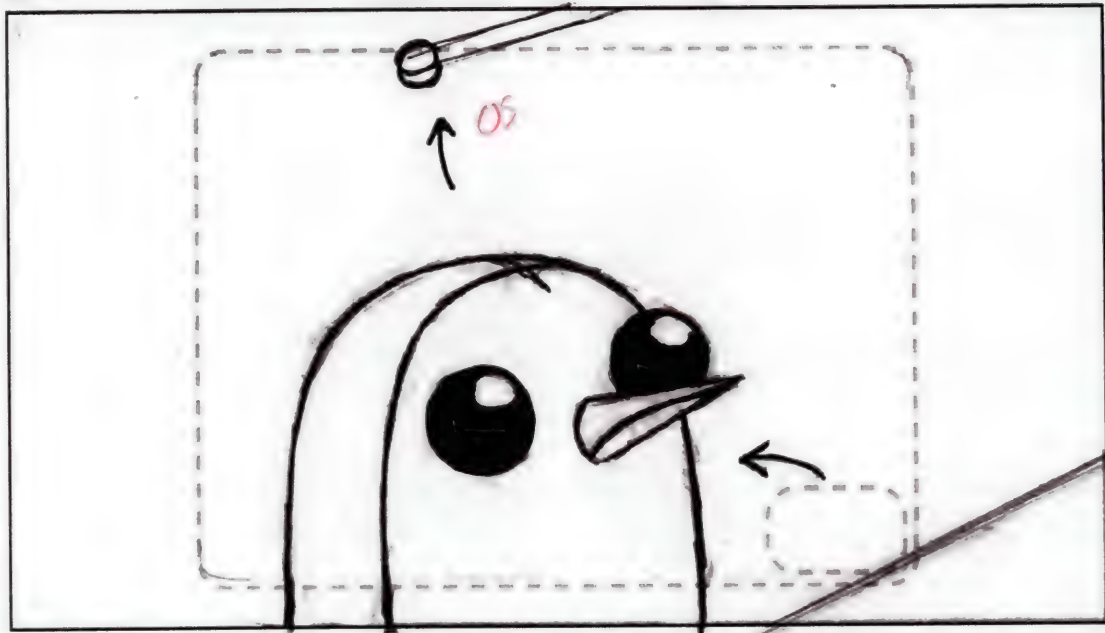
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Sc. 201 *CONT*

Pnl. N

Bg.

day night

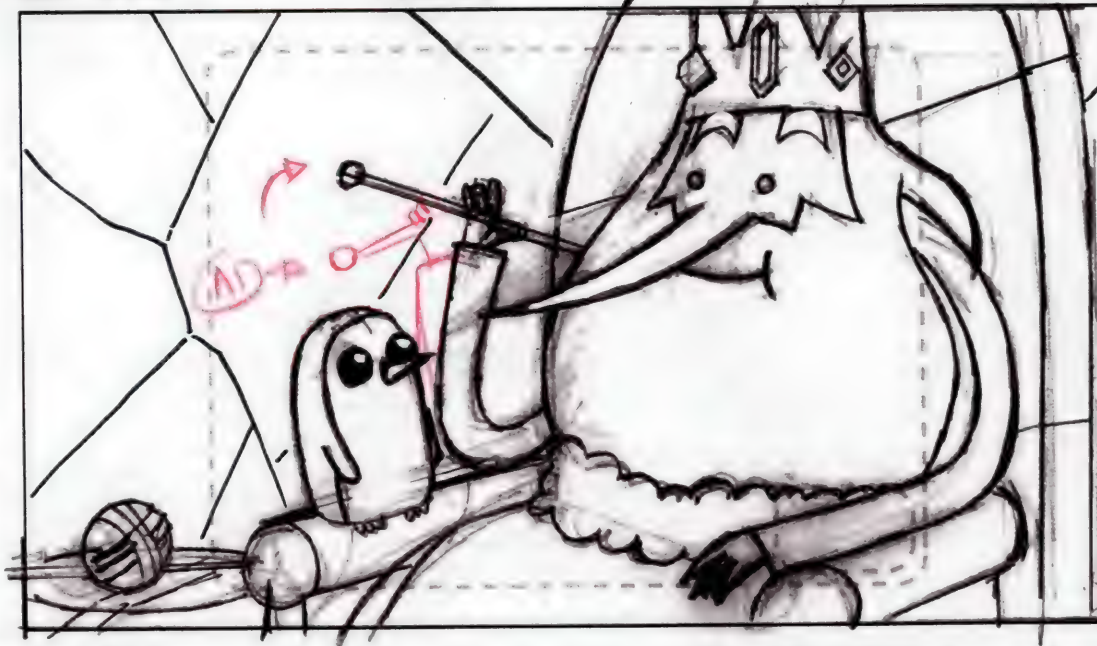


Sc. 202

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

OCT 09 2014

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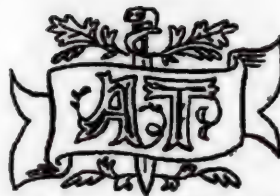
EPISODE #

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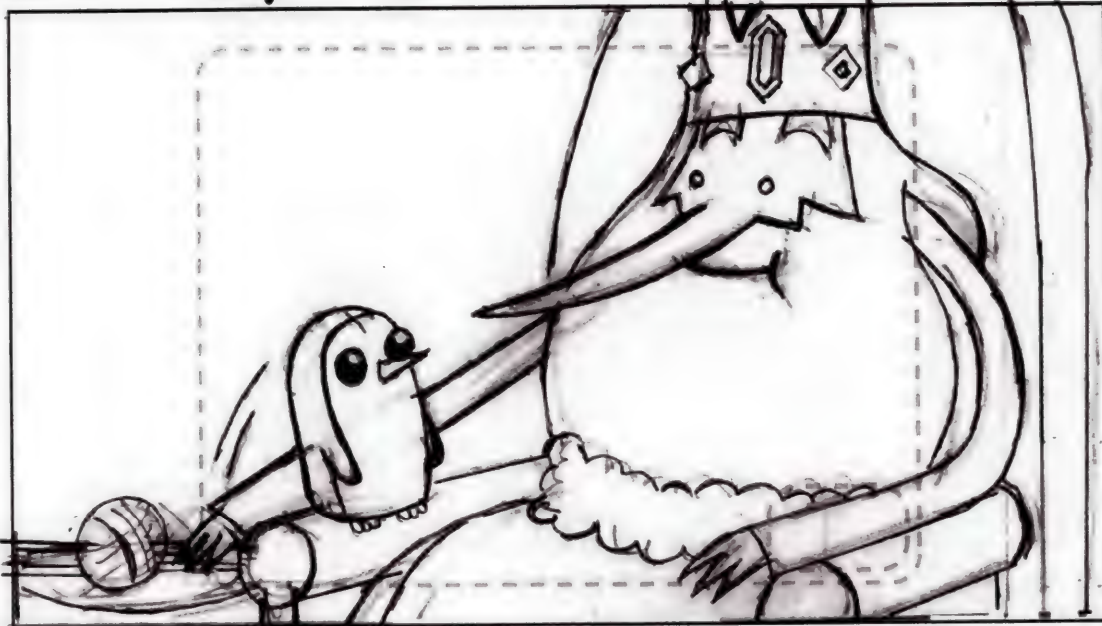
Production :

1025/198

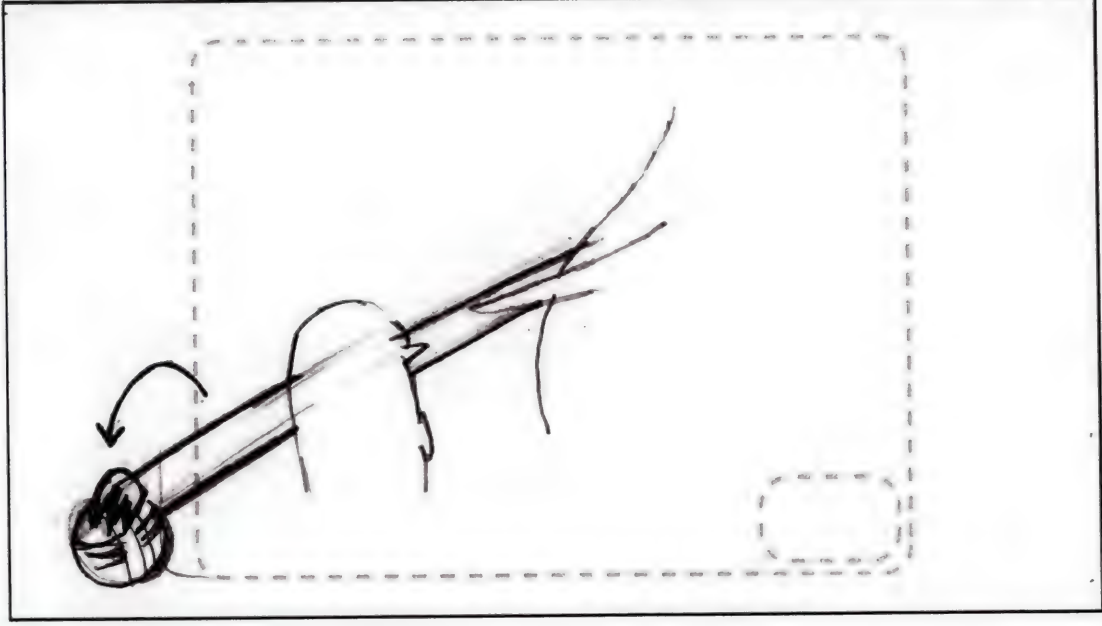
ADVENTURE TIME



Sc. 202 *CONT* Pnl. B Bg. day night



Sc. 202 *CONT* Pnl. C Bg. day night



Dialog:	
Action:	IK PUTS DOWN THE NEEDLE. IK GRABS YARN. OCT 09 2014
Timing:	

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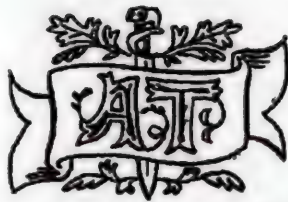
Production :

1025/198

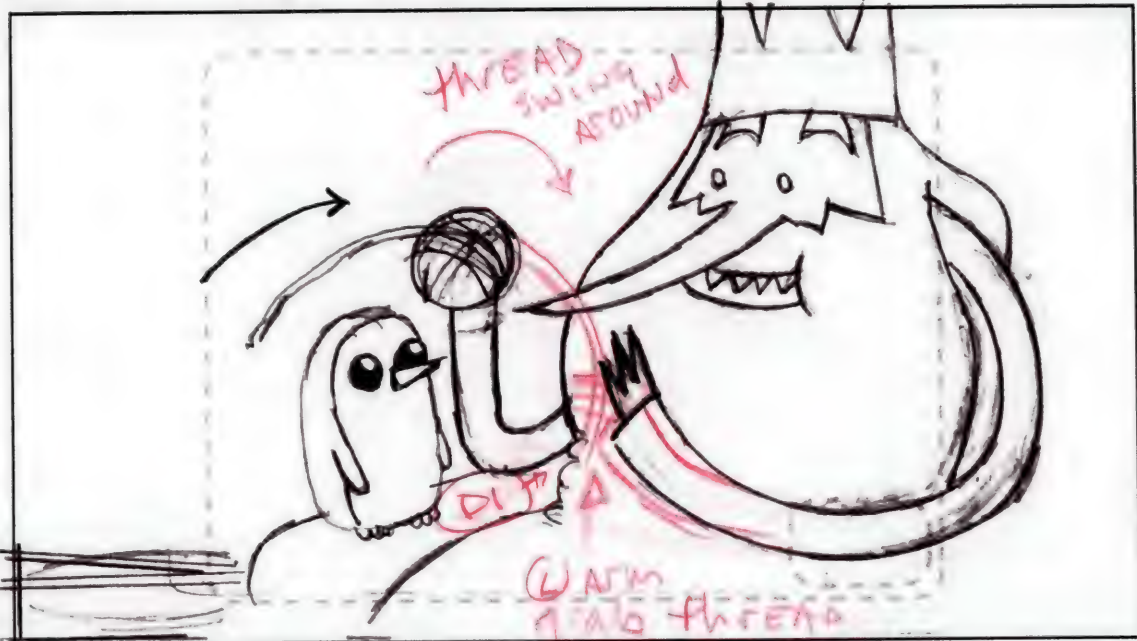
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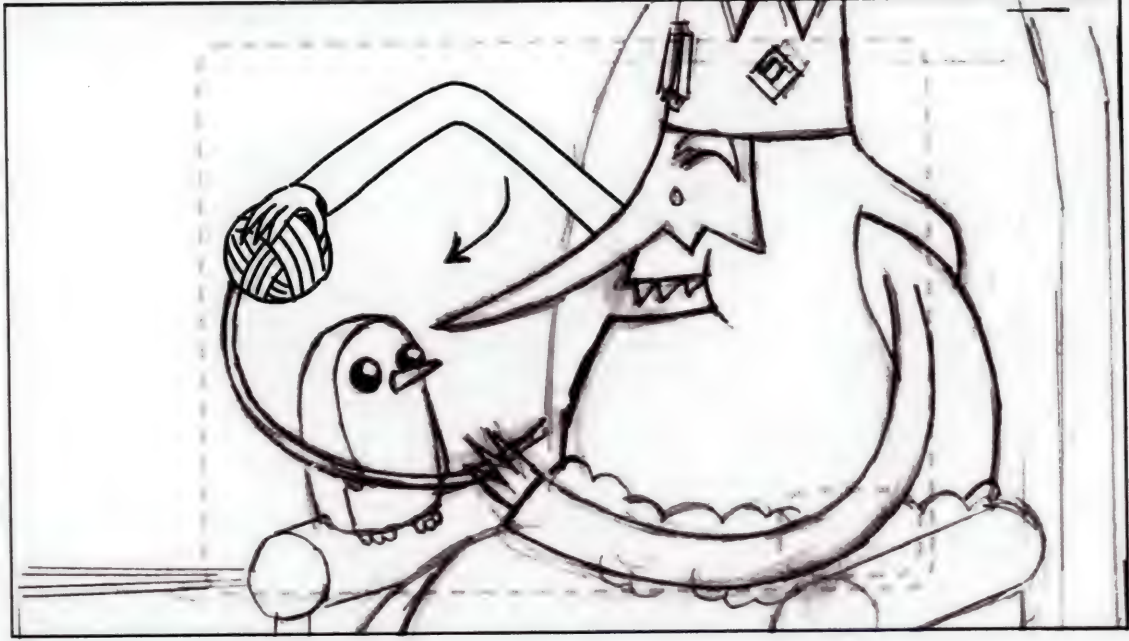
ADVENTURE TIME



Sc. 202 *CONT* Pnl. D Bg. day night

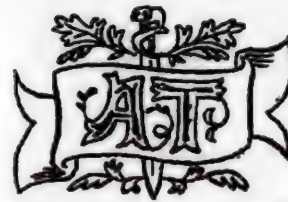


Sc. 202 *CONT* Pnl. E Bg. day night



Dialog:	<u>IK</u> : AND A...	<u>IK</u> : ..BANDAGE
Action:	DIAL THRU WRAP THREAD ACTION (E)(F)(G)(H)(I)(J)(K)(L) (M) OCT 09 2010	
Timing:		

ADVENTURE TIME



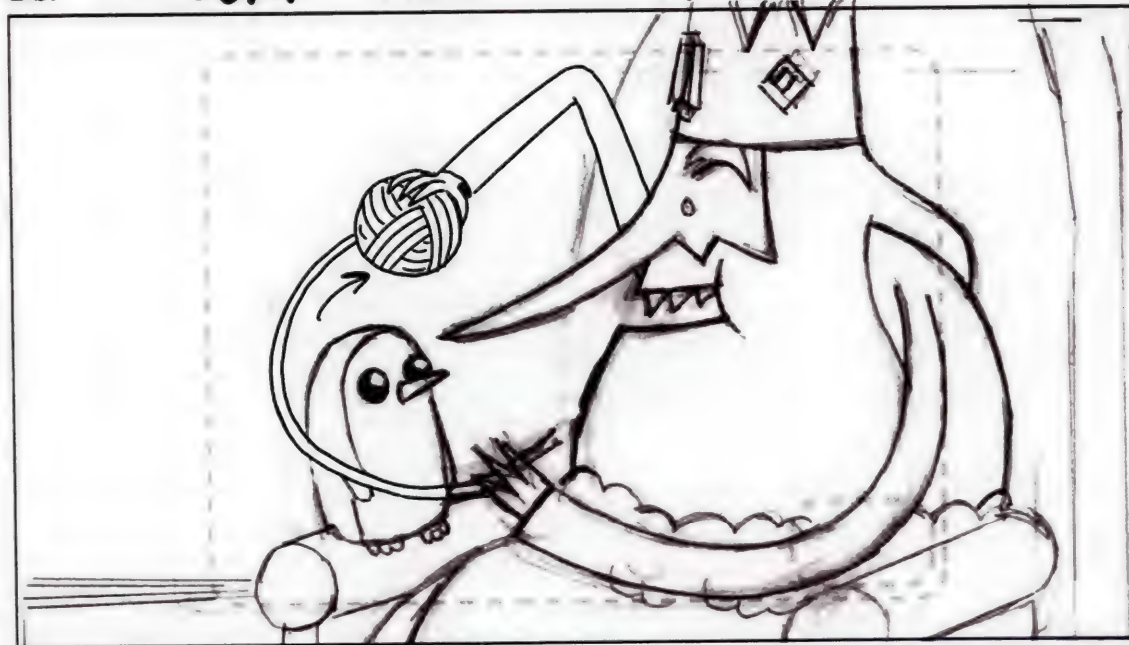
Page 386

386 ANAT

Sc. 202 *CONT* Pnl. F

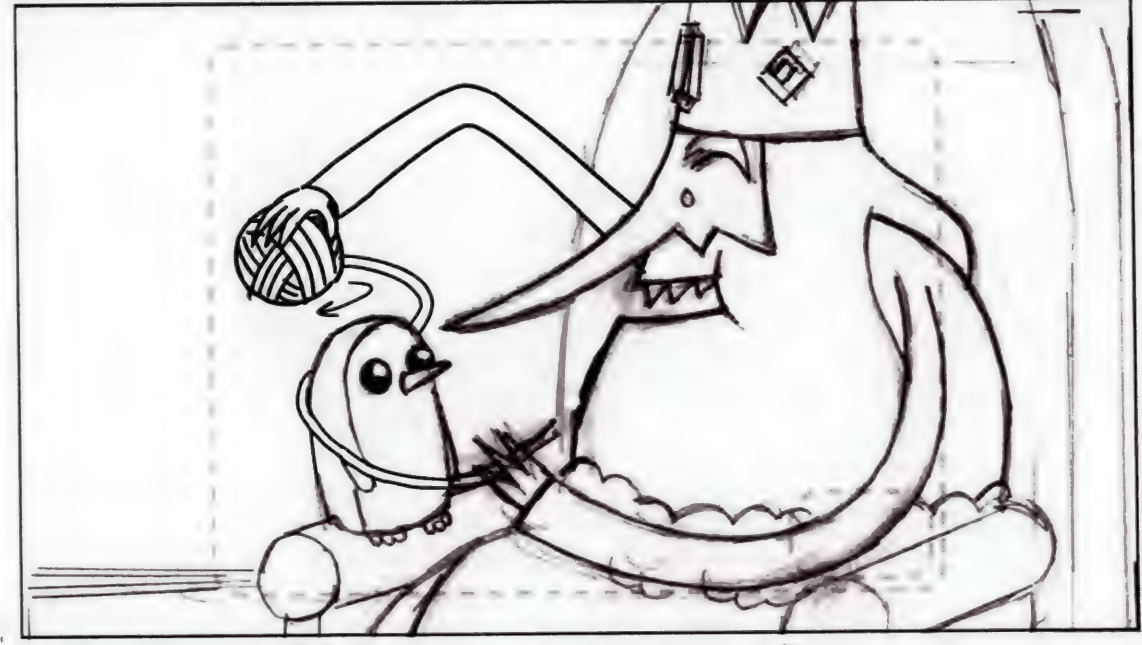
Bg.

day night



Sc. 202 *CONT* Pnl. G

Bg.



Dialog:	
Action:	<p>I.K. WRAPS YARN AROUND GUNTER'S HEAD.</p> <p>OCT 09 2011</p>
Timing:	

1025-105

EPISODE #

1025/198

Production :

1025/198

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ADVENTURE TIME

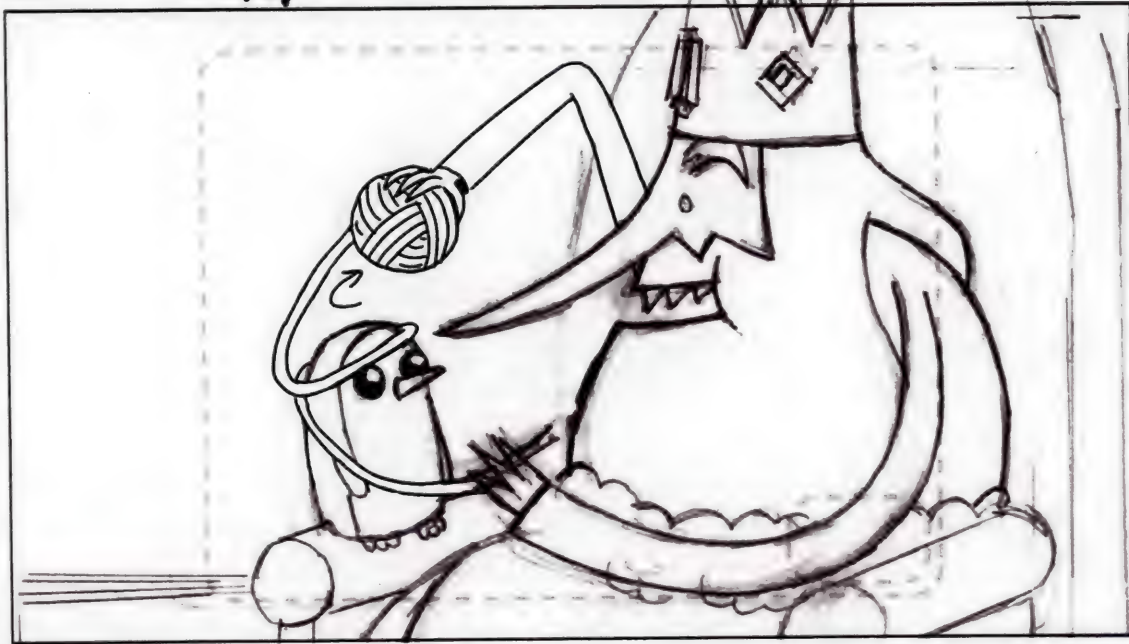


Page 386A
386A NEXT
day night

Sc. 202 *cont* Pnl. H

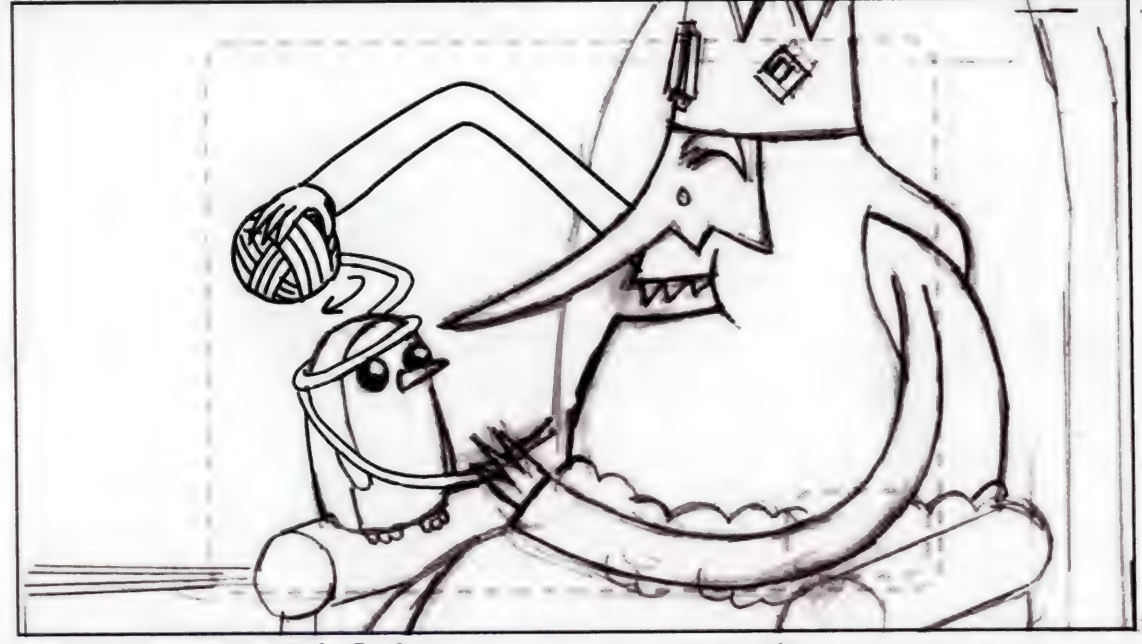
Bg.

day night



Sc. 202 *cont* Pnl. I

Bg.



Dialog:

Action:

I.K. WRAPS YARN AROUND
GUNTER'S HEAD.

OCT 09 2014

Timing:

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1025/198

Production :

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ADVENTURE TIME

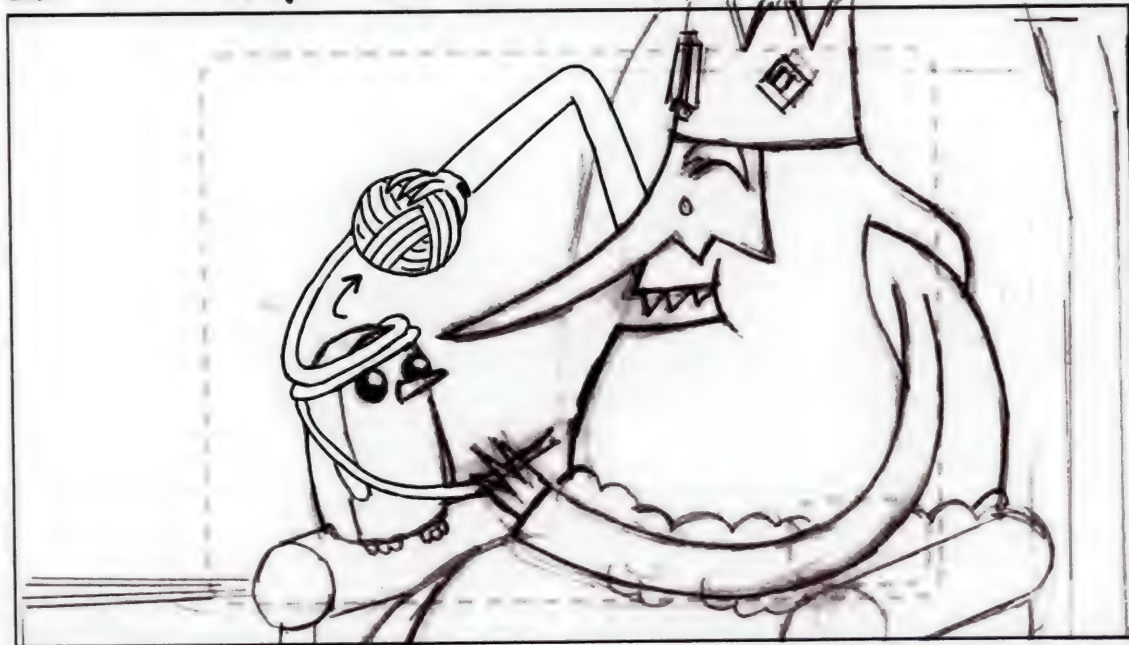


Page 386 B
386 C NEXT
day night

Sc. 202 *cont* Pnl. J

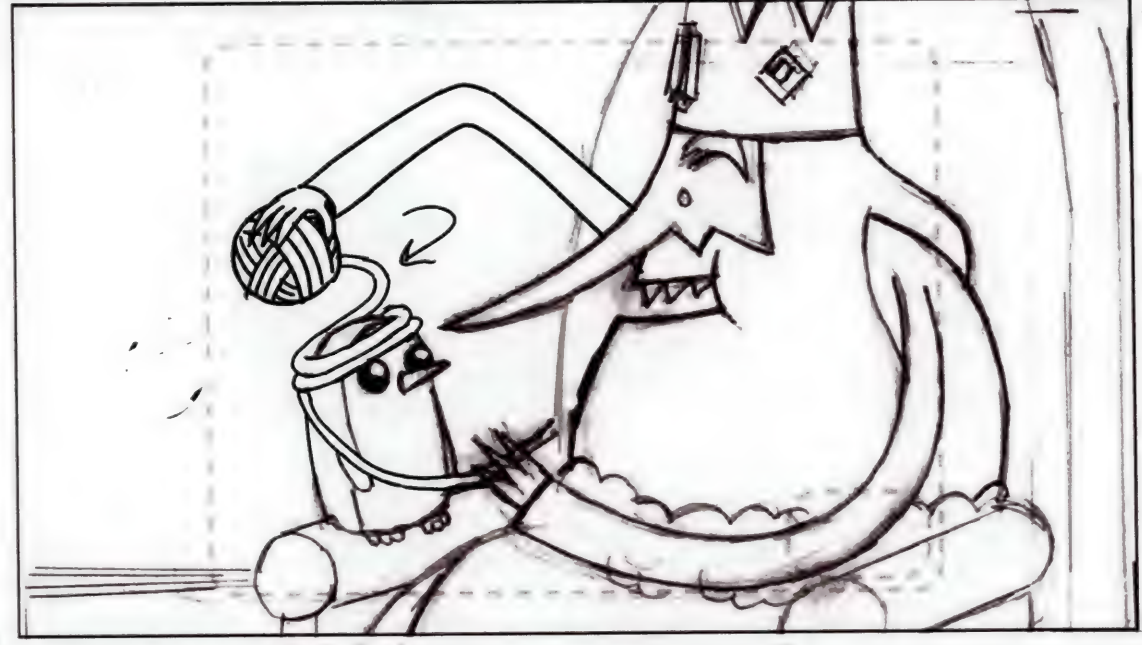
Bg.

day night



Sc. 202 *cont* Pnl. K

Bg.

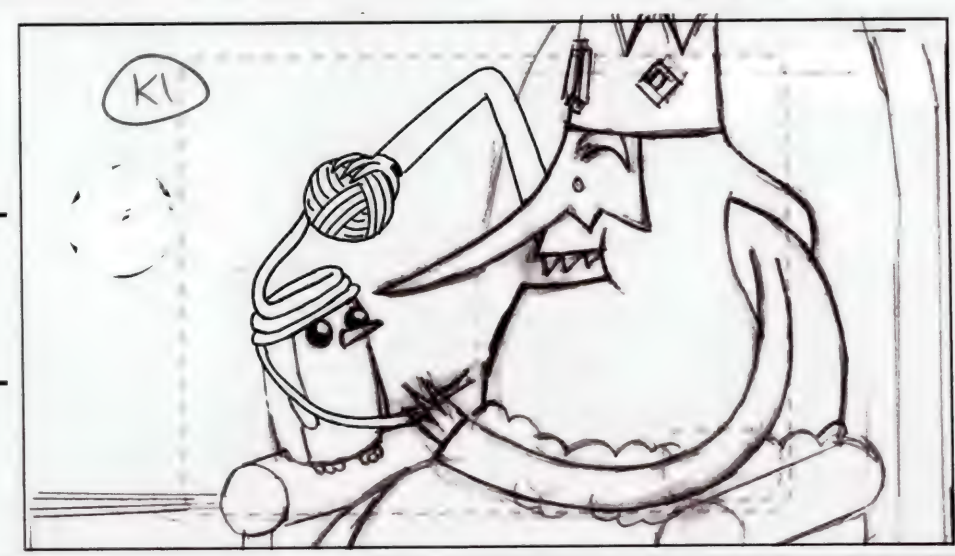


Dialog:

Action:

I.K. WRAPS YARN AROUND
GUNTER'S HEAD.

Timing:



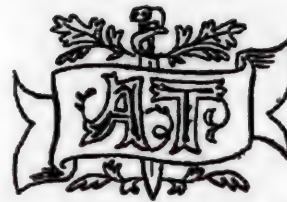
OCT 09 2014

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1025/198

Production :

1025/198

ADVENTURE TIME

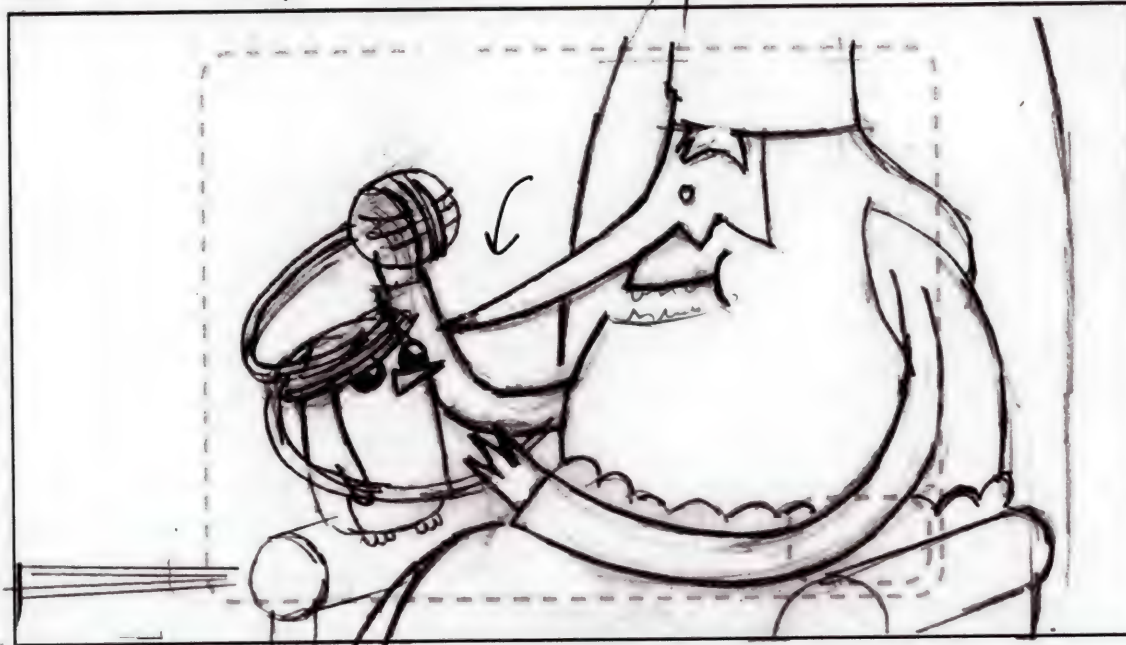


Page 386 C
day night

Sc. 202 *cont* Pnl. L

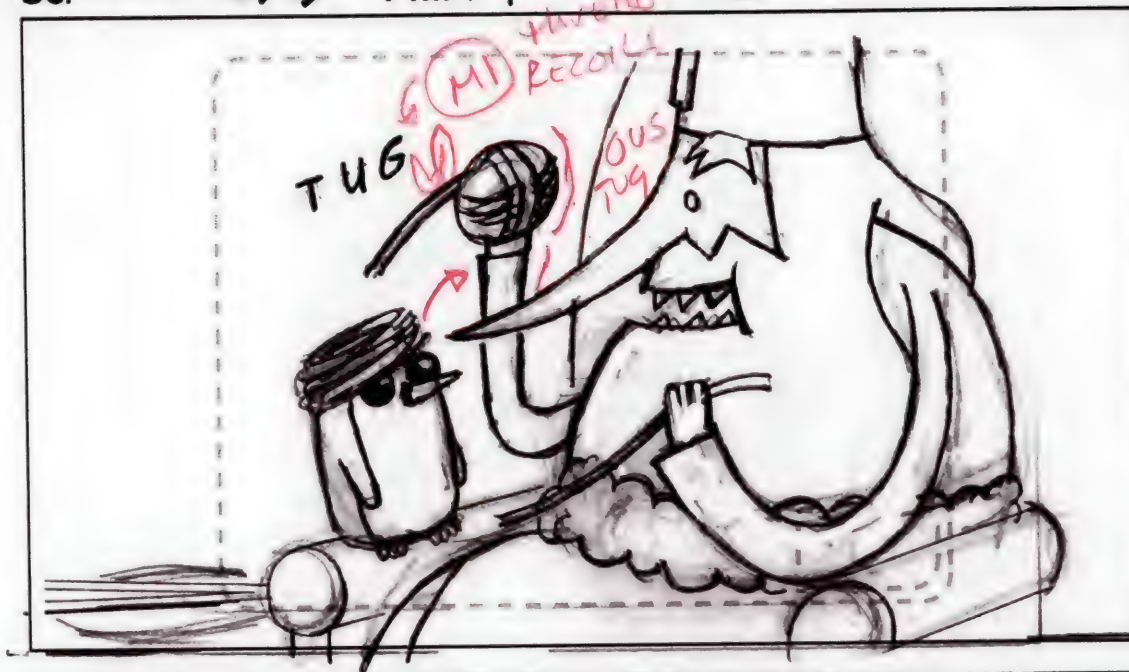
Bg.

day night



Sc. 202 *cont* Pnl. M

Bg.



Dialog:

Action:

- IK FINISHES WRAPPING

I.K. BREAKS YARN.

OCT 09 2014

Timing:

EPISODE # 1025-108
1025/198

Production :

1025/198

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1025/198

Hu
Cut

ADVENTURE TIME



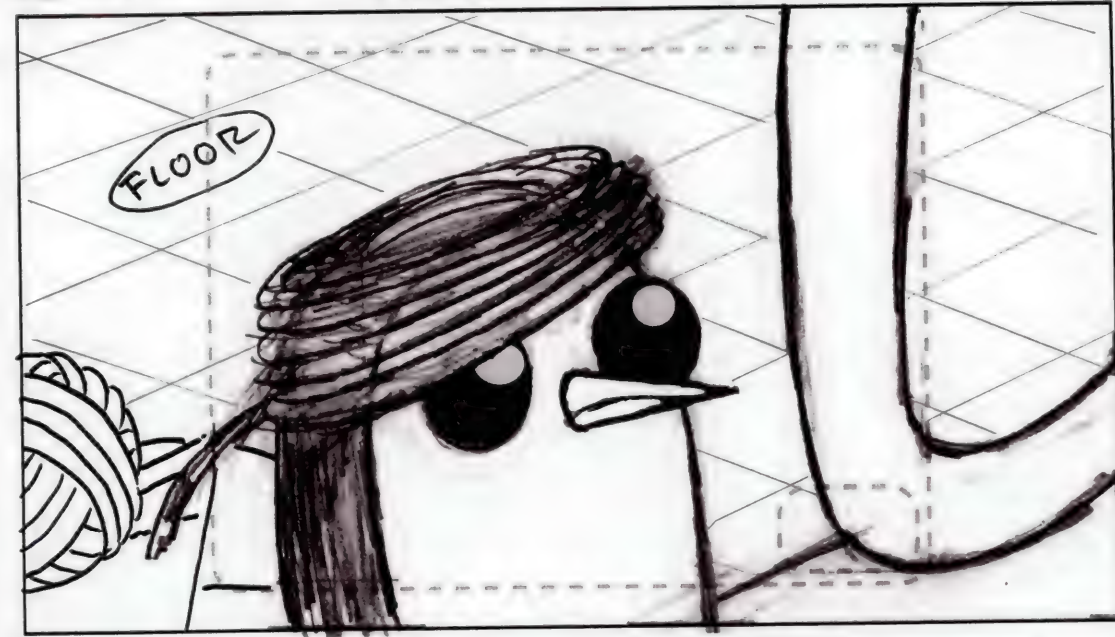
Hu
Cut

Sc. 203

Pnl. A

Bg.

day night

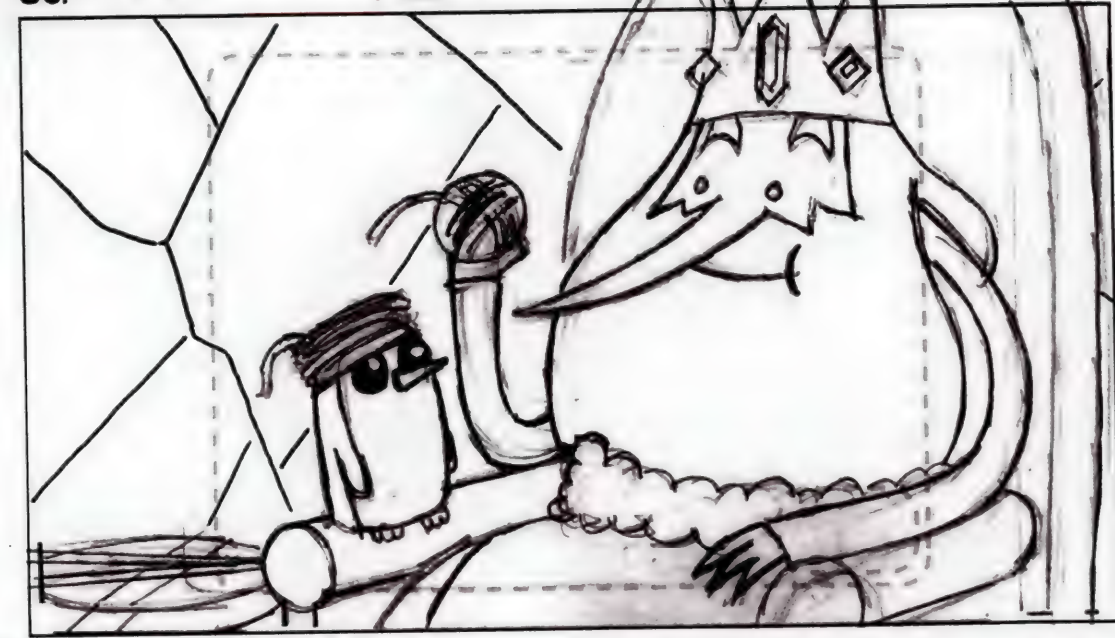


Sc. 204

Pnl. A

Bg.

day night



Dialog:	IK: THAT SHOULD DO IT. (O.S.)
Action:	
Timing:	OCT 09 2014

1025-198

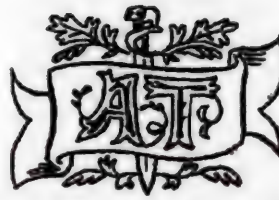
EPISODE #

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Production :

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ADVENTURE TIME



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Sc. 204 *CONT* Pnl. B

Bg.

day night



Sc. 204 *CONT* Pnl. C

Bg.

day night



Dialog:

Bounce Bounce

IK/ See.

Action:

Timing:

OCT 09 2014

1025-108

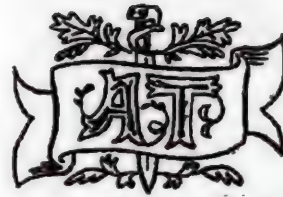
EPISODE #

1025/108

Production :

1025/198

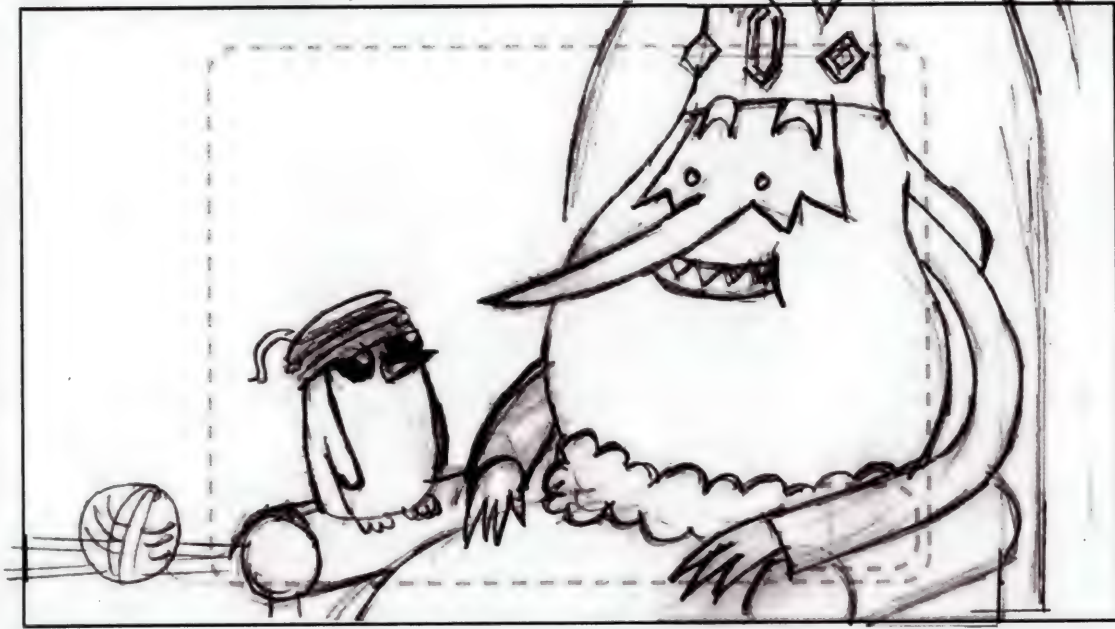
ADVENTURE TIME



Sc. 204 *CONT* Pnl. D

Bg.

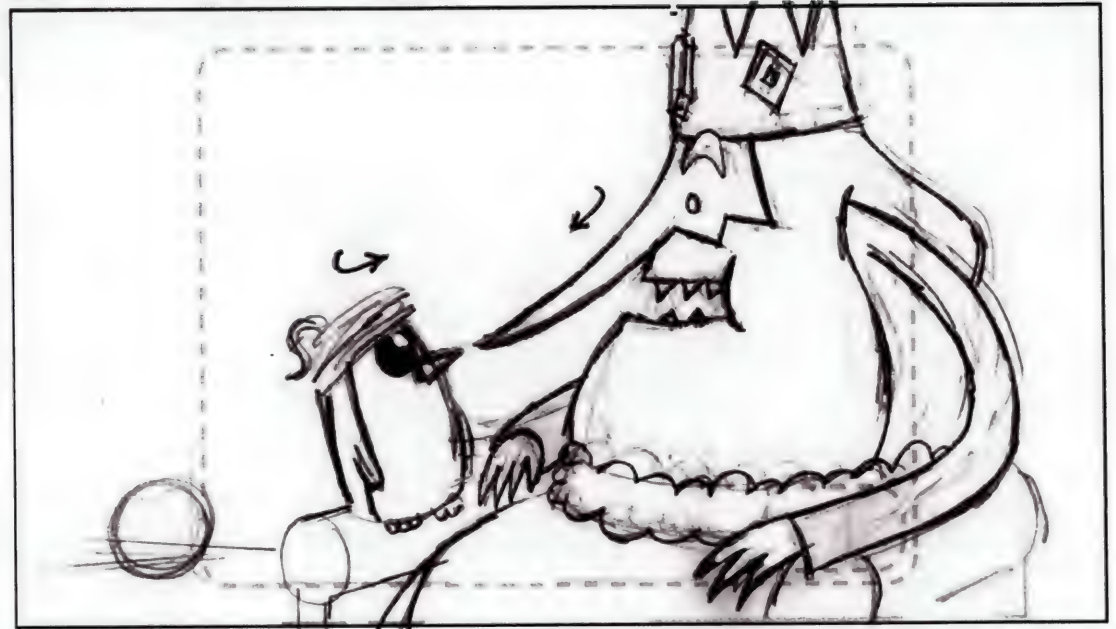
day night



Sc. 204 *CONT* Pnl. E

Bg.

day night



Dialog:

IK: YOU'RE PRACTICALLY
BACK TO NORMAL,
MY LITTLE GUNTZ.

Action:

Timing:

OCT 09 2011

Production :

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ADVENTURE TIME

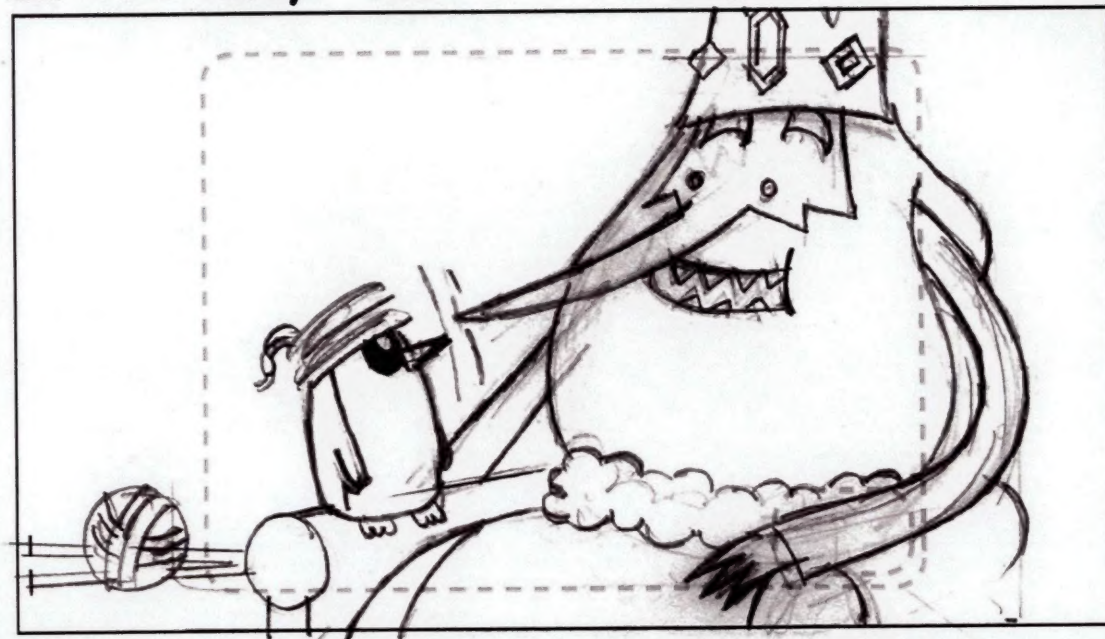


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Sc. 204 *cont* Pnl. F

Bg.

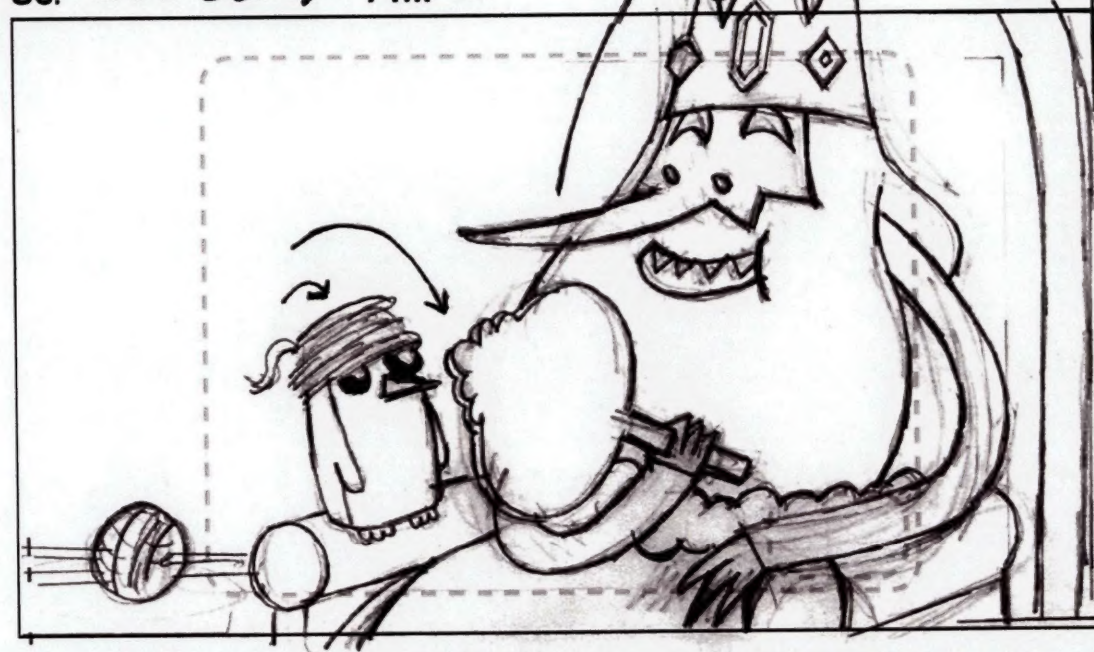
day night



Sc. 204 *cont* Pnl. G

Bg.

day night



Dialog:

IK= HERE,

IK= TAKE A LOOK
AT YOURSELF!

Action:

I.K. GRABS MIRROR
FROM BESIDE CHAIR.

Timing:

OCT 09 2014

Production :

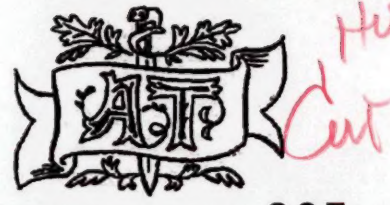
EPISODE #

1025-198

1025/198

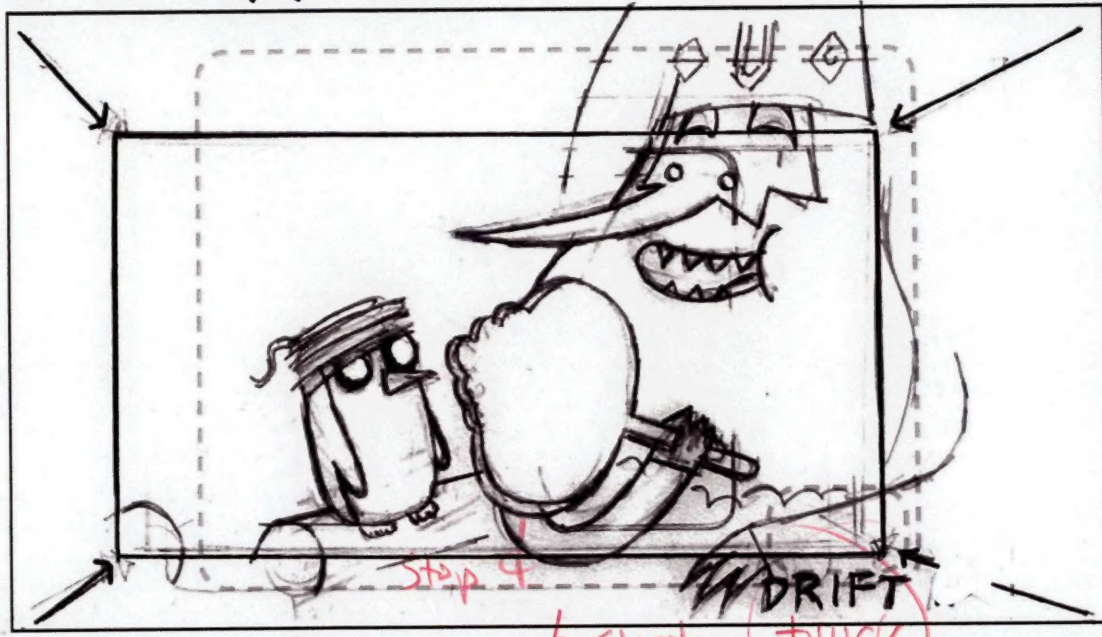
1025/198

ADVENTURE TIME

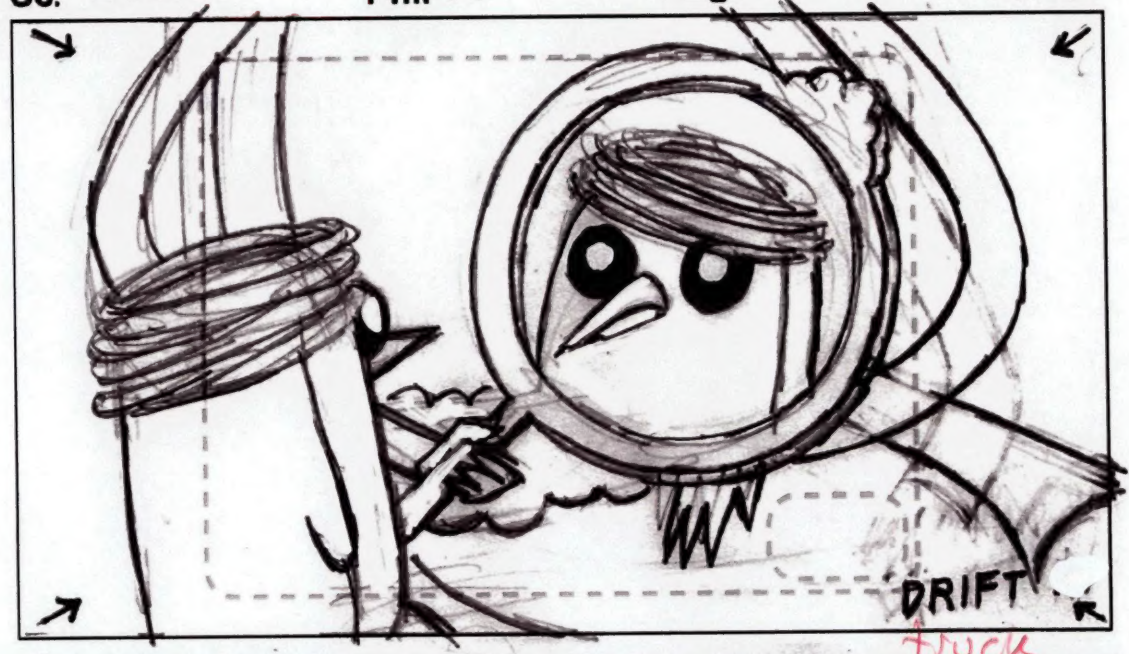


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Sc. 204 *CONT* Pnl. H Bg. day night



Sc. 205 Pnl. A Bg. day night



Dialog:	IK= NOT BAD, EH, GUNTY ? <i>truck IN</i>
Action:	START DRIFT-IN ...
Timing:	OCT 09 2014

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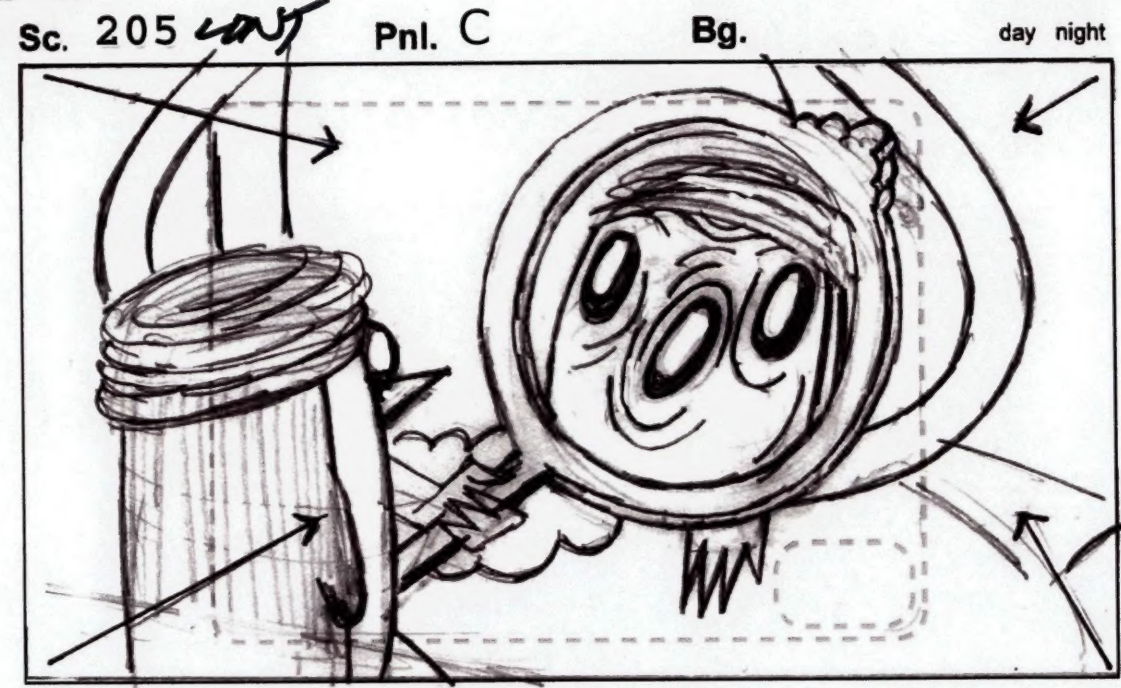
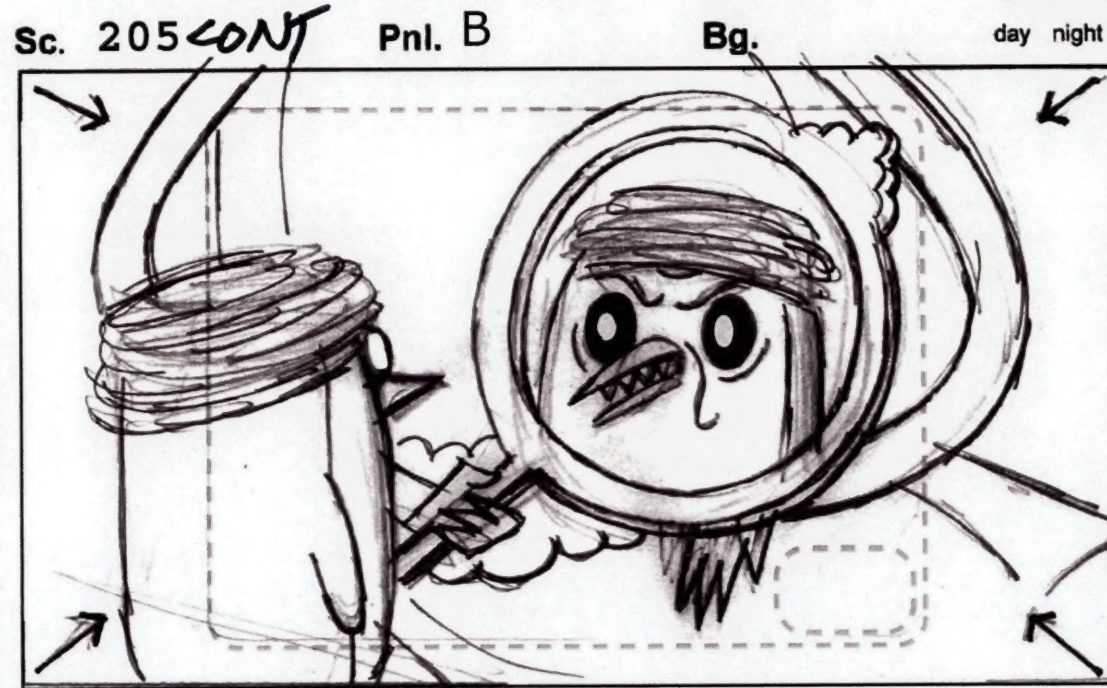
Production :

1025/198

ADVENTURE TIME



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Dialog:

IK: NOT BAD AT ALL!
HEH HEH...

Action:

- CONT. DRIFT-IN - -

Timing:

- GUNTER'S REFLECTION BEGINS
TO TURN CREEPY.
(GUNTER STAYS THE SAME.)

IK: HEH HEH...

SFX: 000 000

- CONT. TRUCK-IN.

- GUNTER'S REFLECTION BECOMES
EVEN WEIRDER.

OCT 09 2014

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Production :

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ADVENTURE TIME



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Sc. 205 *cont* Pnl. D Bg. day night



Sc. 205 *cont* Pnl. E Bg. day night



Dialog:

SFX: 0 0 0 0 0

Action:

- END DRIFT-IN.

Timing:

- FINALLY, GUNTER'S REFLECTION
BECOMES ... ORGALORG!

SFX: 0 0 0 0 0

END ON: ORGALORG'S
HORRIBLE VISAGE!

POST 000004

Production :

EPISODE #

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